

0952126-050901

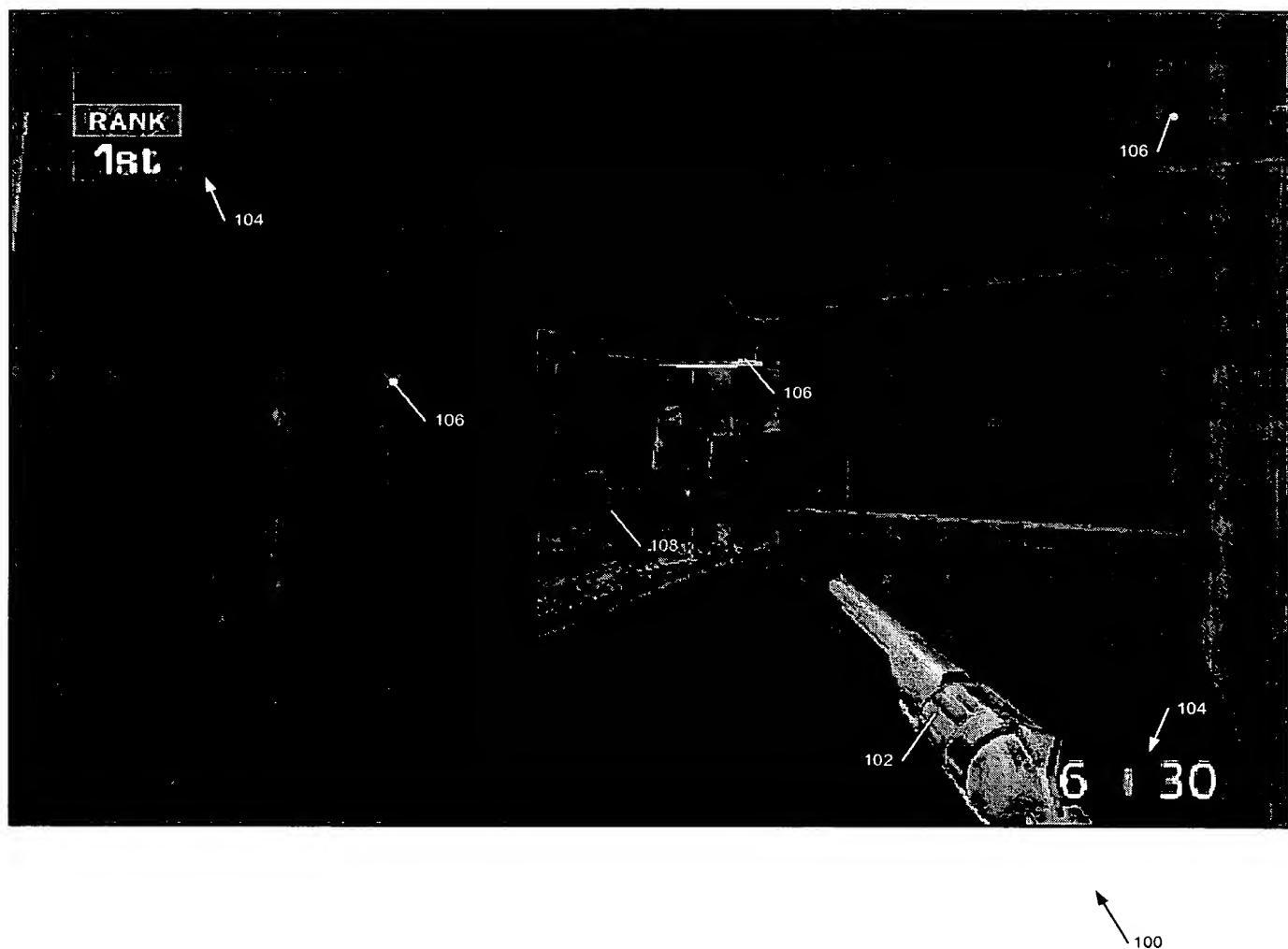


Figure 1

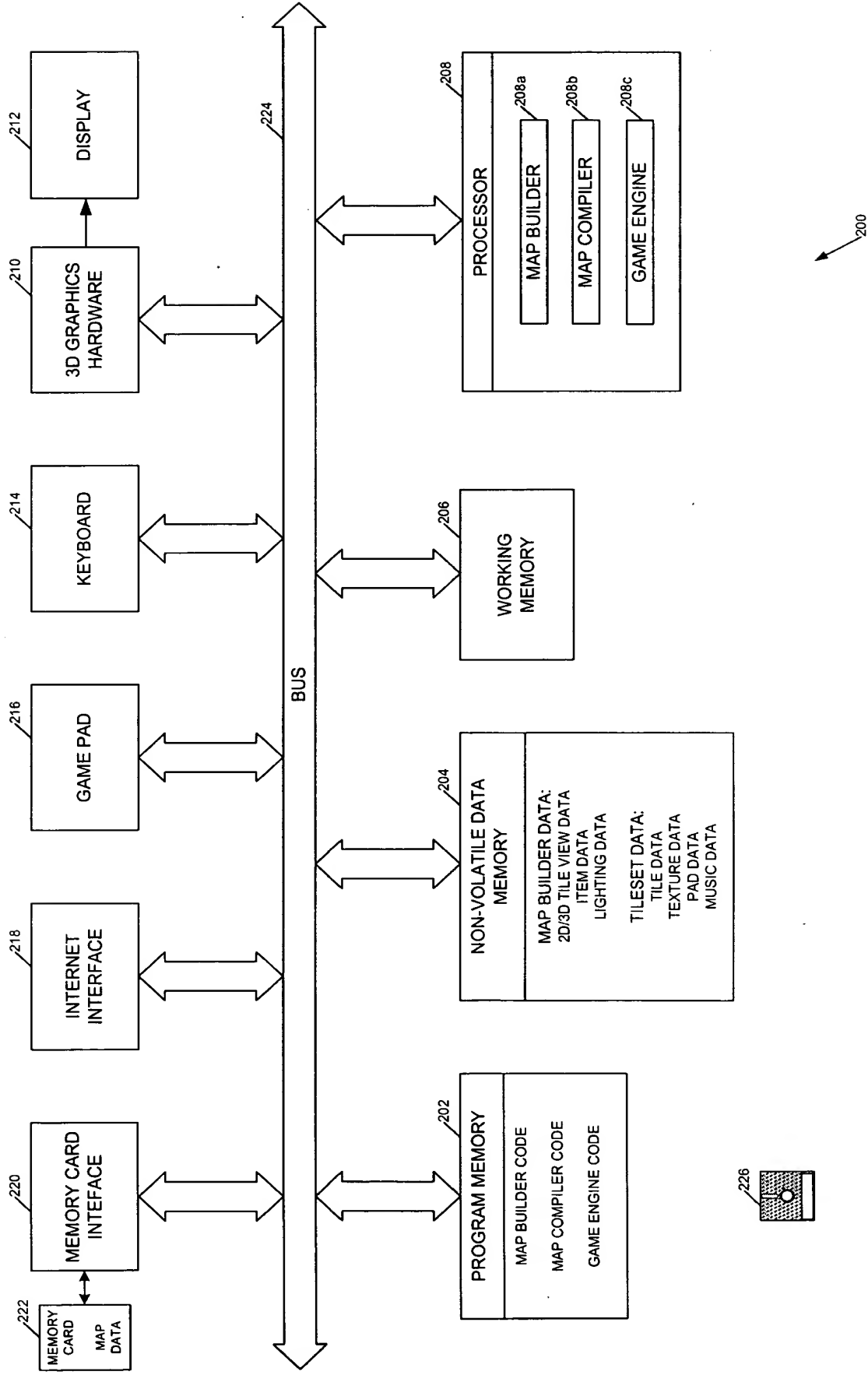
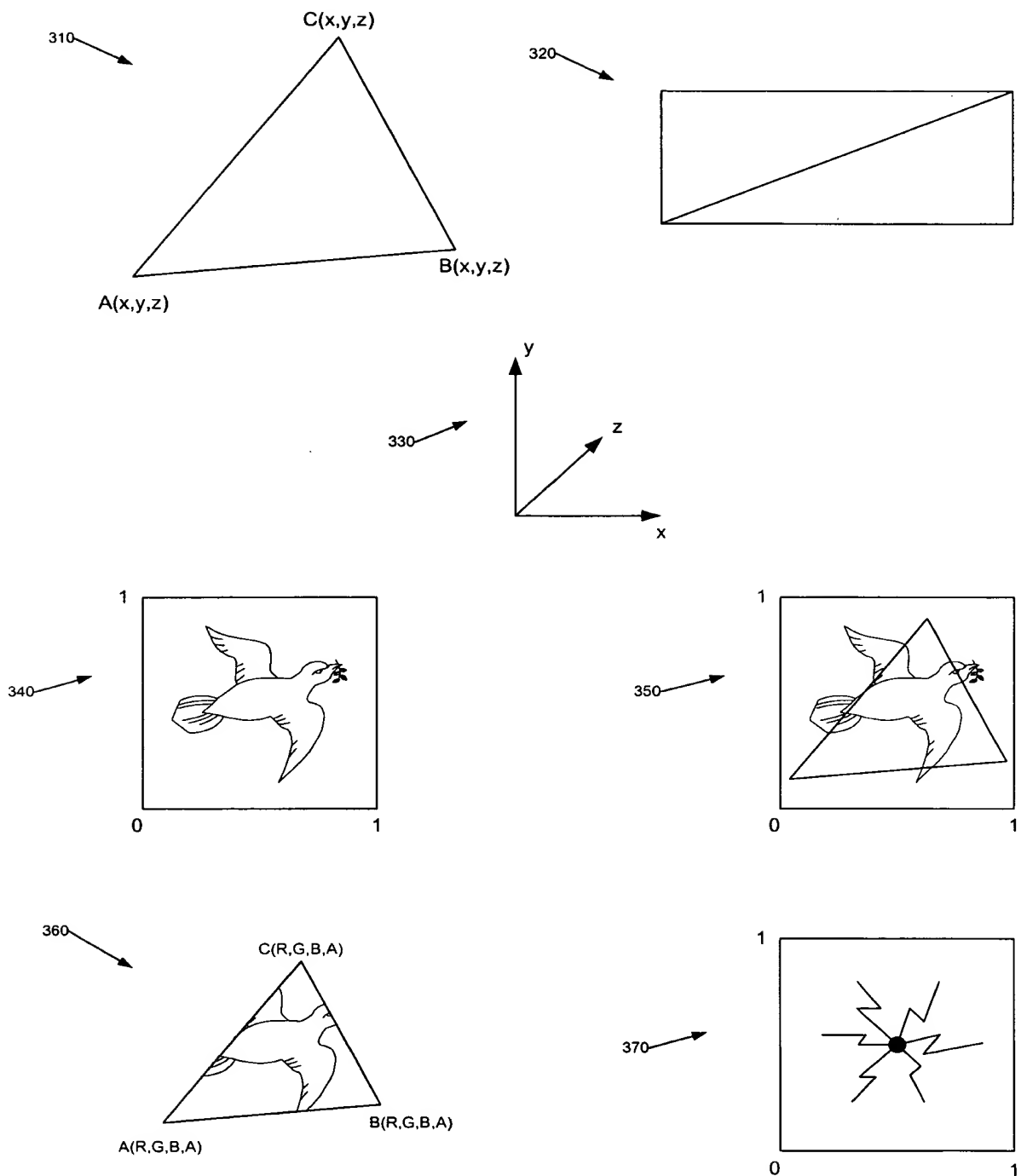


Figure 2

Figure 3  
(PRIOR ART)



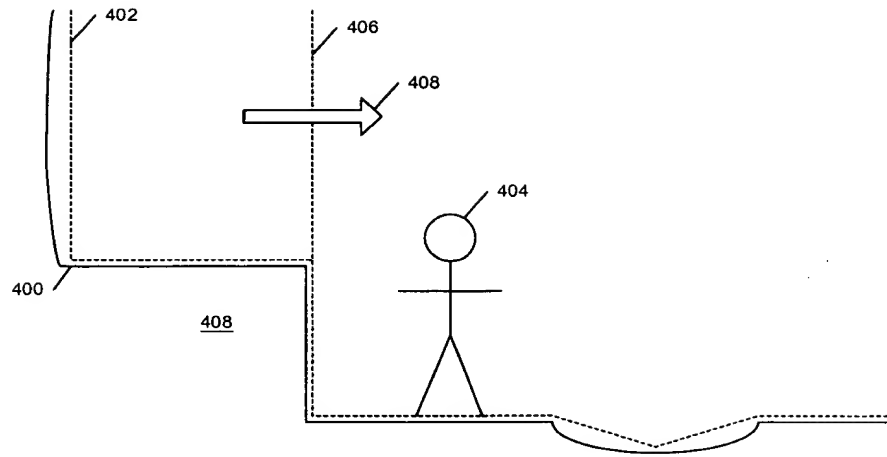


Figure 4a

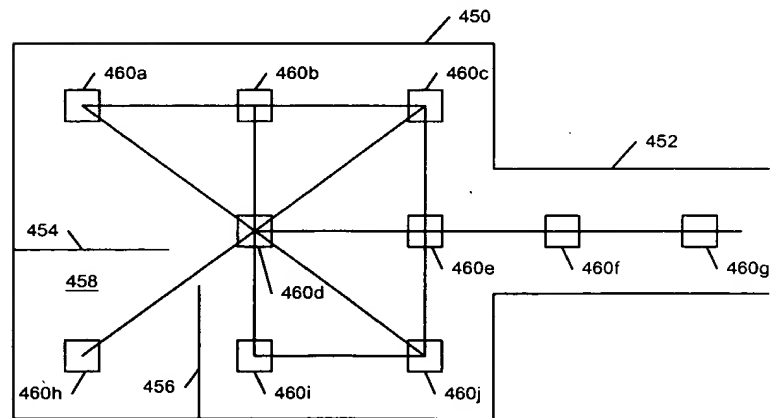


Figure 4b  
(PRIOR ART)

FIG. 5

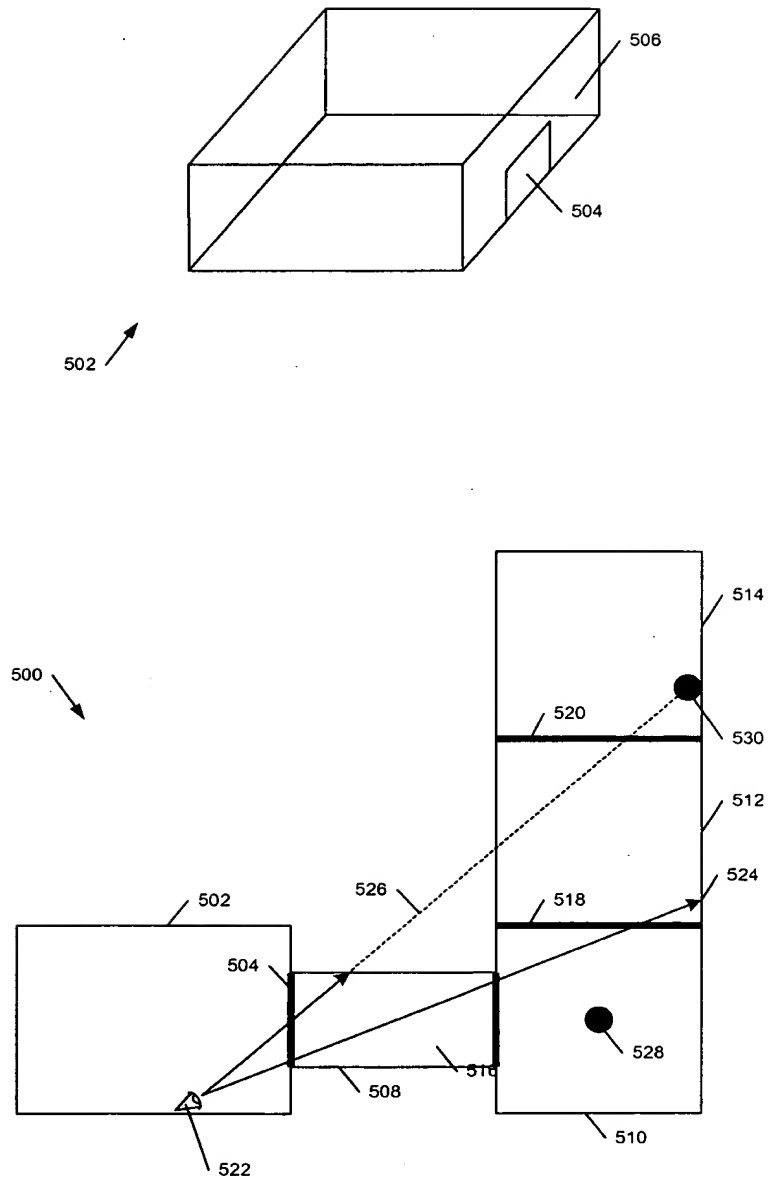


Figure 5

Figure 6a

Figure 1 is a schematic diagram of a graphical user interface (GUI) for a document editor. The interface is overlaid on a grid background. At the top, there is a toolbar with icons labeled L1, L2, and various editing functions. A menu bar at the top right contains the options 'Delete', 'Copy', 'Mark', and 'Grab'. The central area displays a document with a highlighted section. A bottom toolbar contains icons labeled 652, 656, 658, and 660. A small inset window at the bottom right shows a zoomed-in view of the document content.



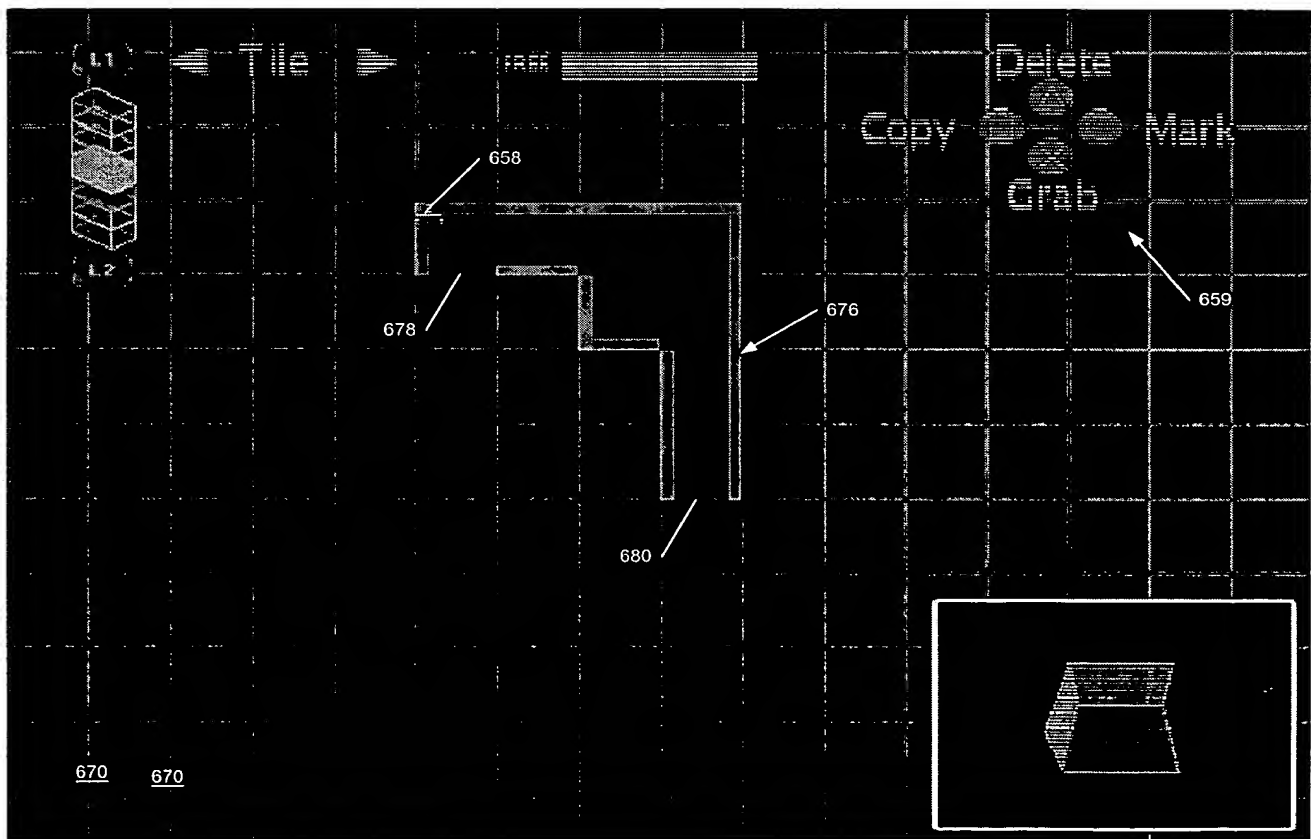
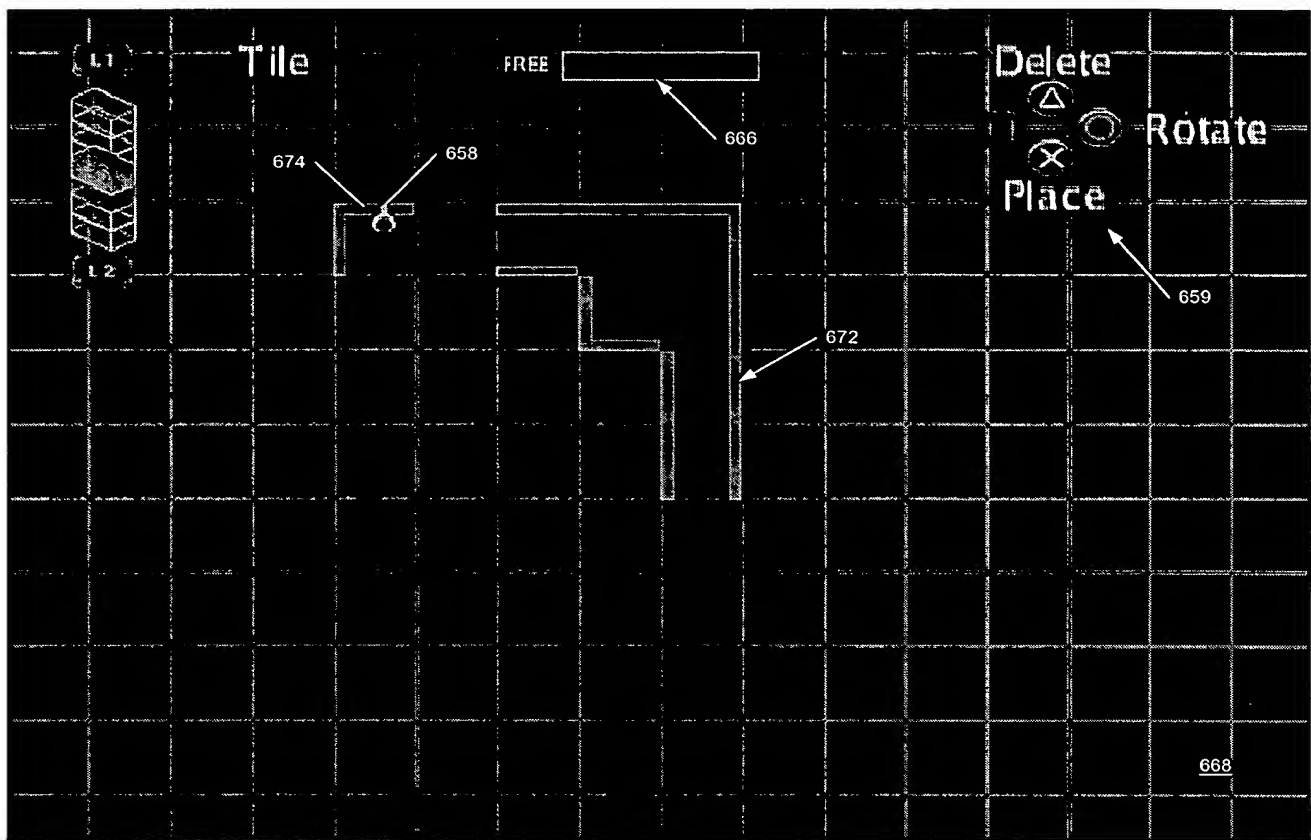


Figure 6c



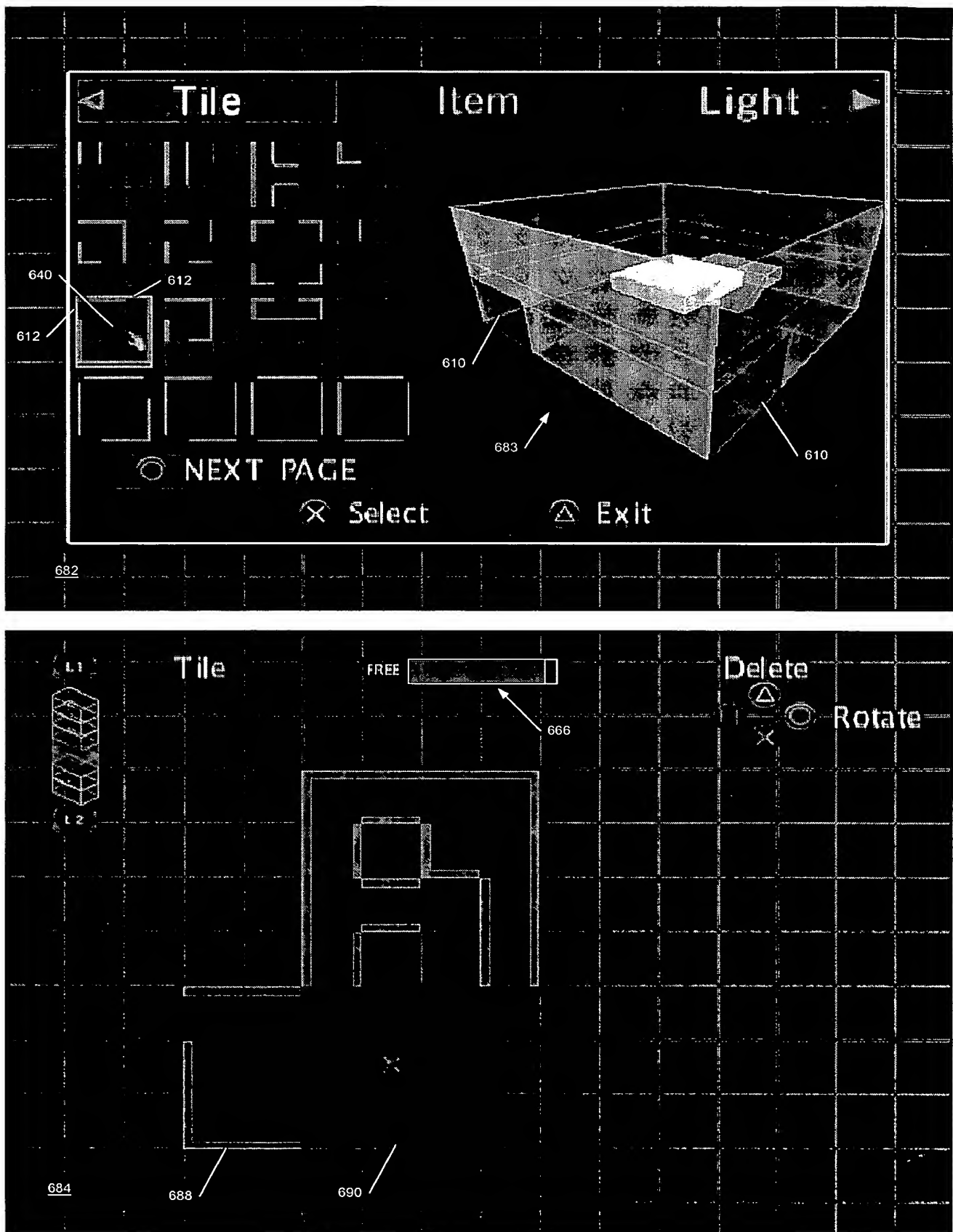


Figure 6d

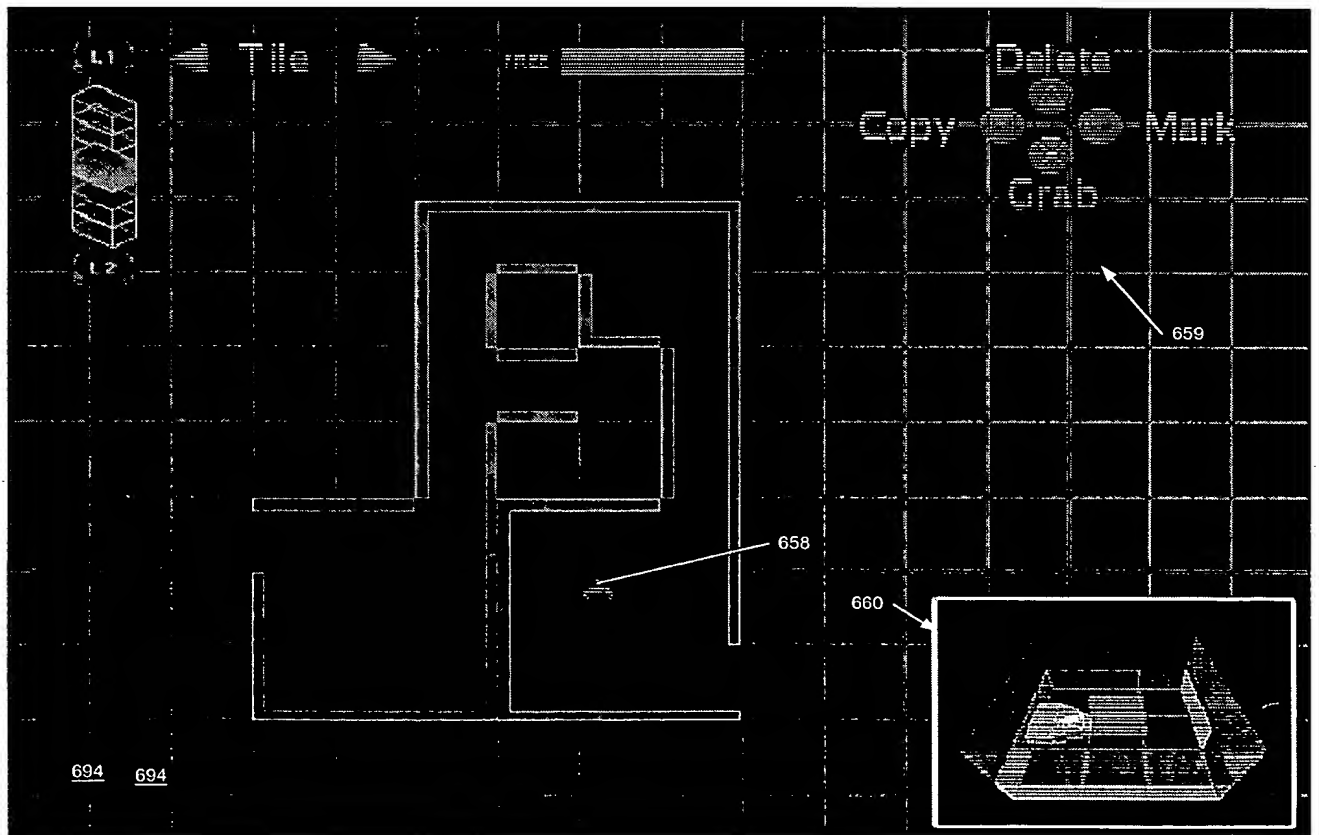
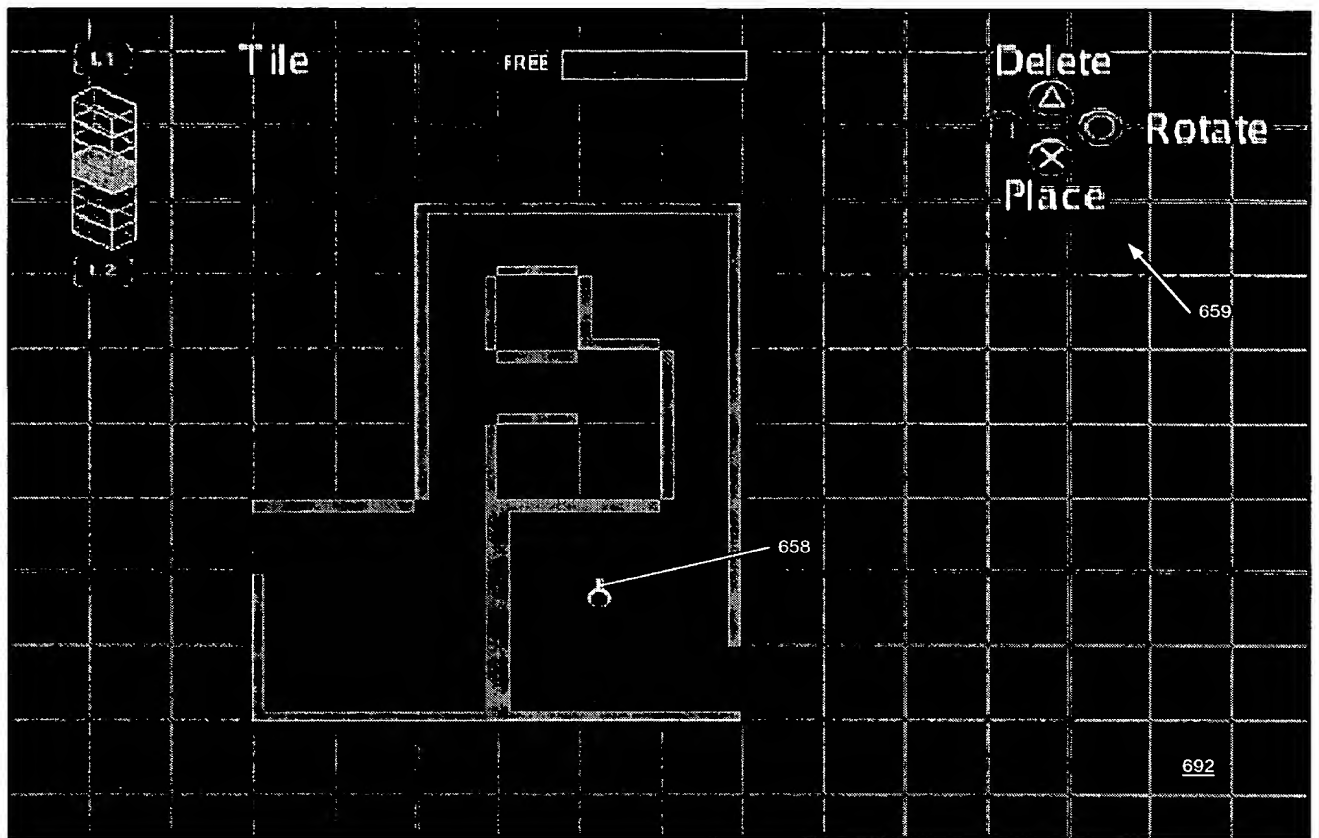


Figure 6e

Figure 7 is a perspective view of a game board 700. The board is rectangular with a raised back edge 610. It features a central circular area 702 containing a gun icon 704. Surrounding this are several cross-shaped icons 704. A small figure 708 stands on a circular base 706. The board is labeled with various reference numerals: 610, 702, 704, 706, 708, 710, 712, 714, 716. A control panel 716 is visible at the bottom, showing a "Pickup Gun 1" button. The top of the board displays "Armor Gun Prop" and "Low 1" with directional arrows. The right side shows "Exit" and "Place" with corresponding icons.



Figure 7a

095126-050901

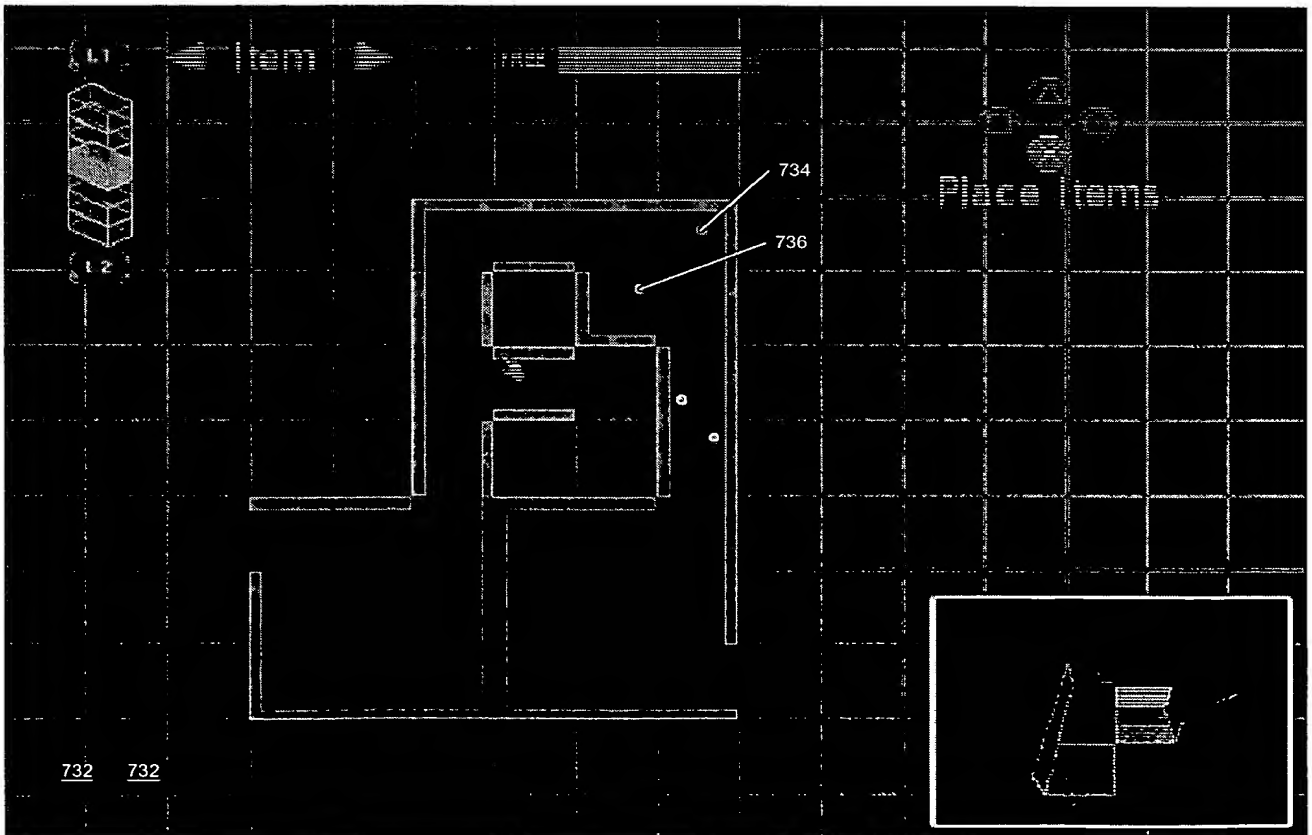
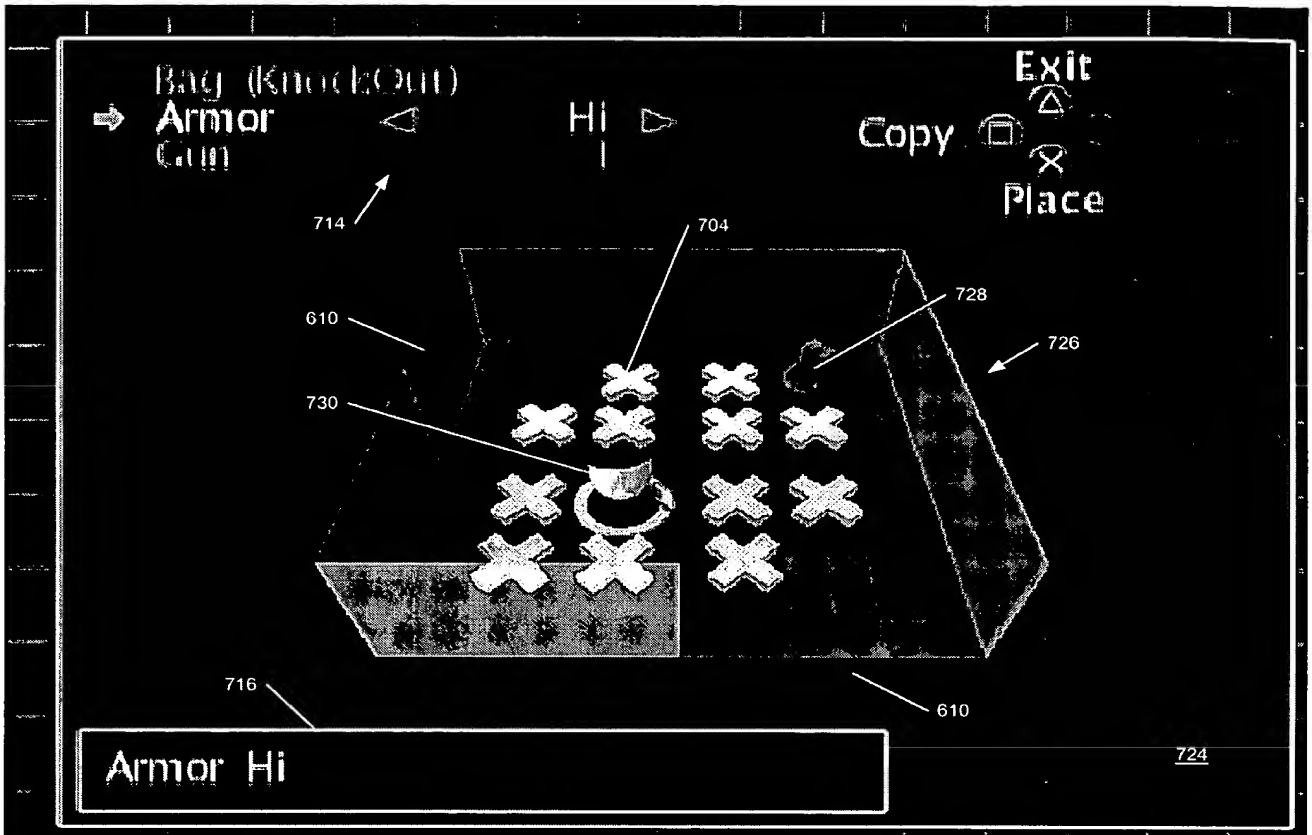
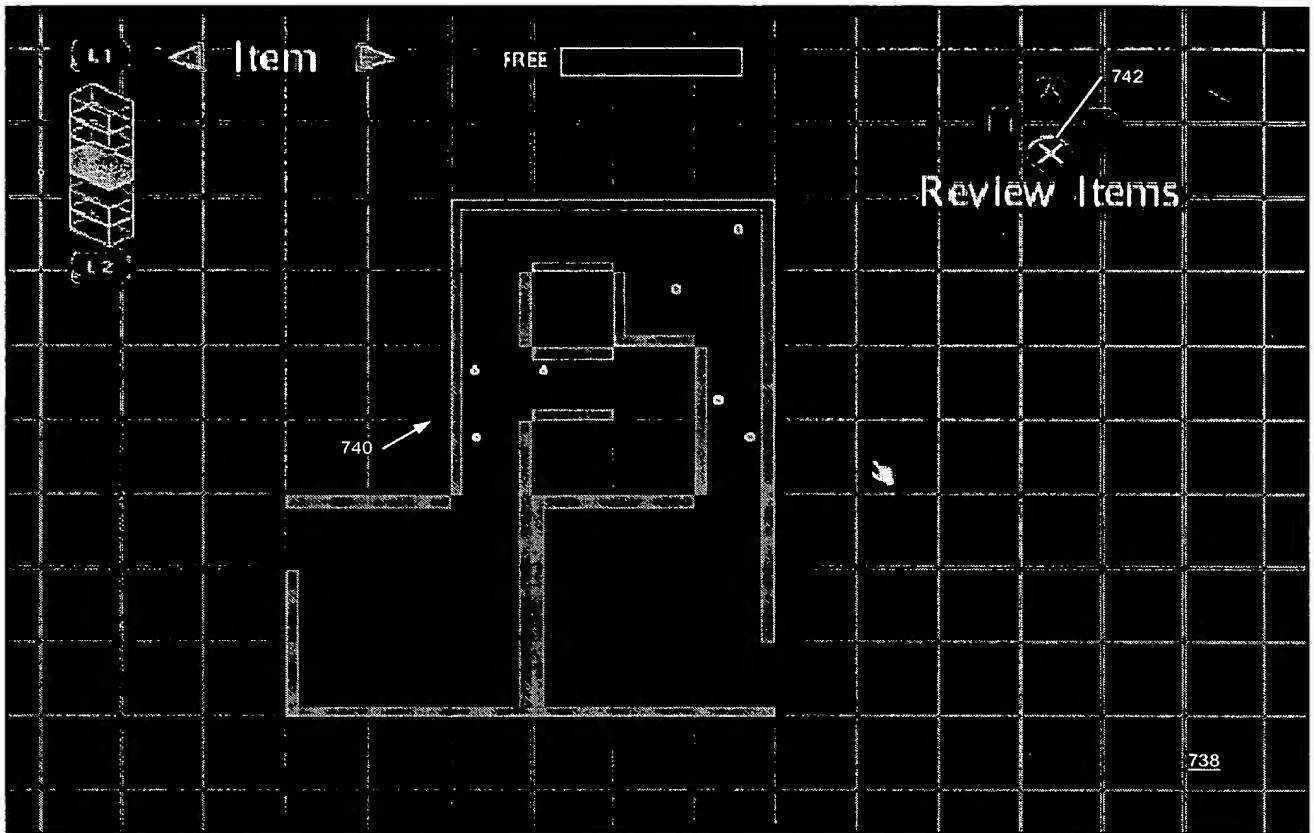


Figure 7b



Tile	Item	Light
Starts	Bases	Weapons
All	2	Pickup Gun 1
RED	-	Pickup Gun 2
BLUE	-	Pickup Gun 3
YELLOW	-	Pickup Gun 4
GREEN	-	Pickup Gun 5
Health	1	BagTag Bag
Armor	1	KnockOut Bags
Select		Exit

Figure 7c

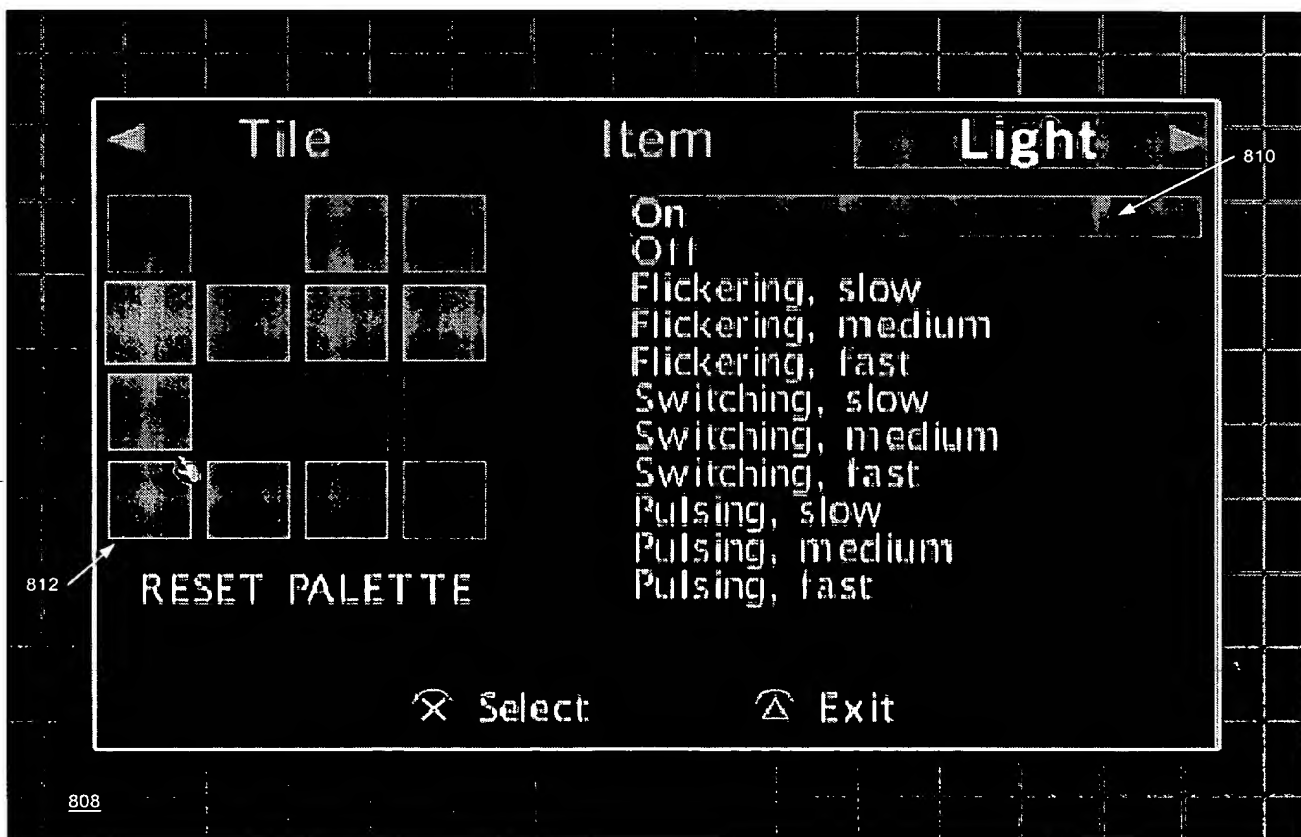
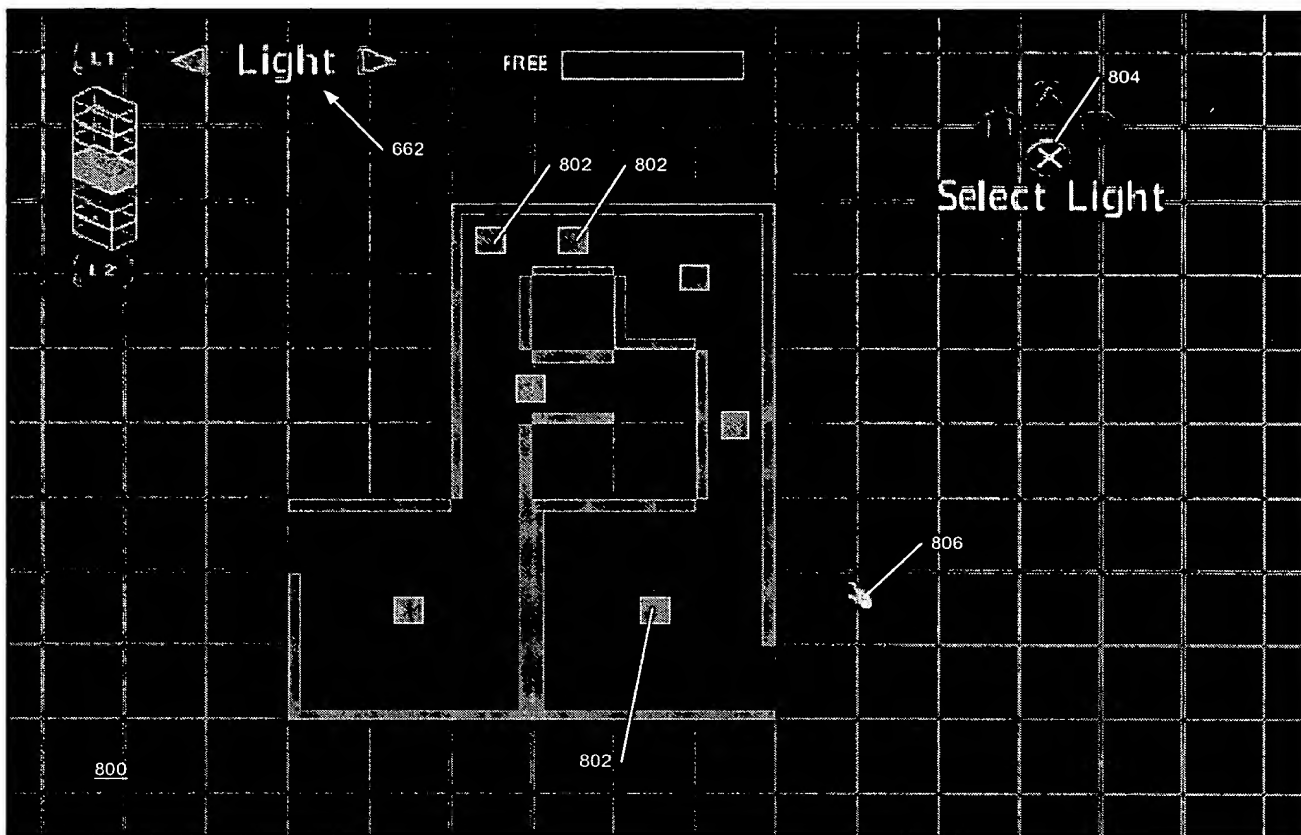


Figure 8a

FD06050" 92725860

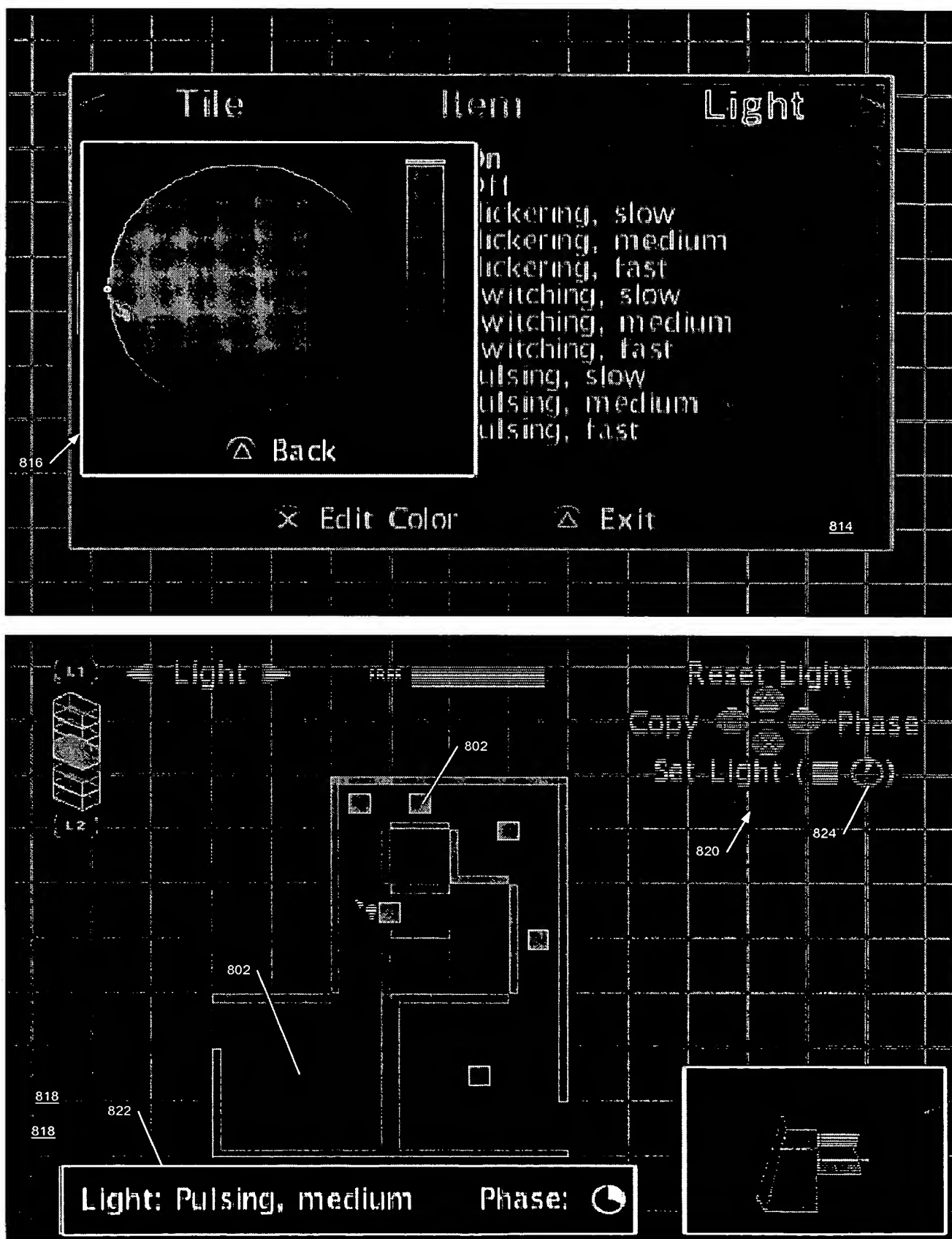


Figure 8b

098526-050901

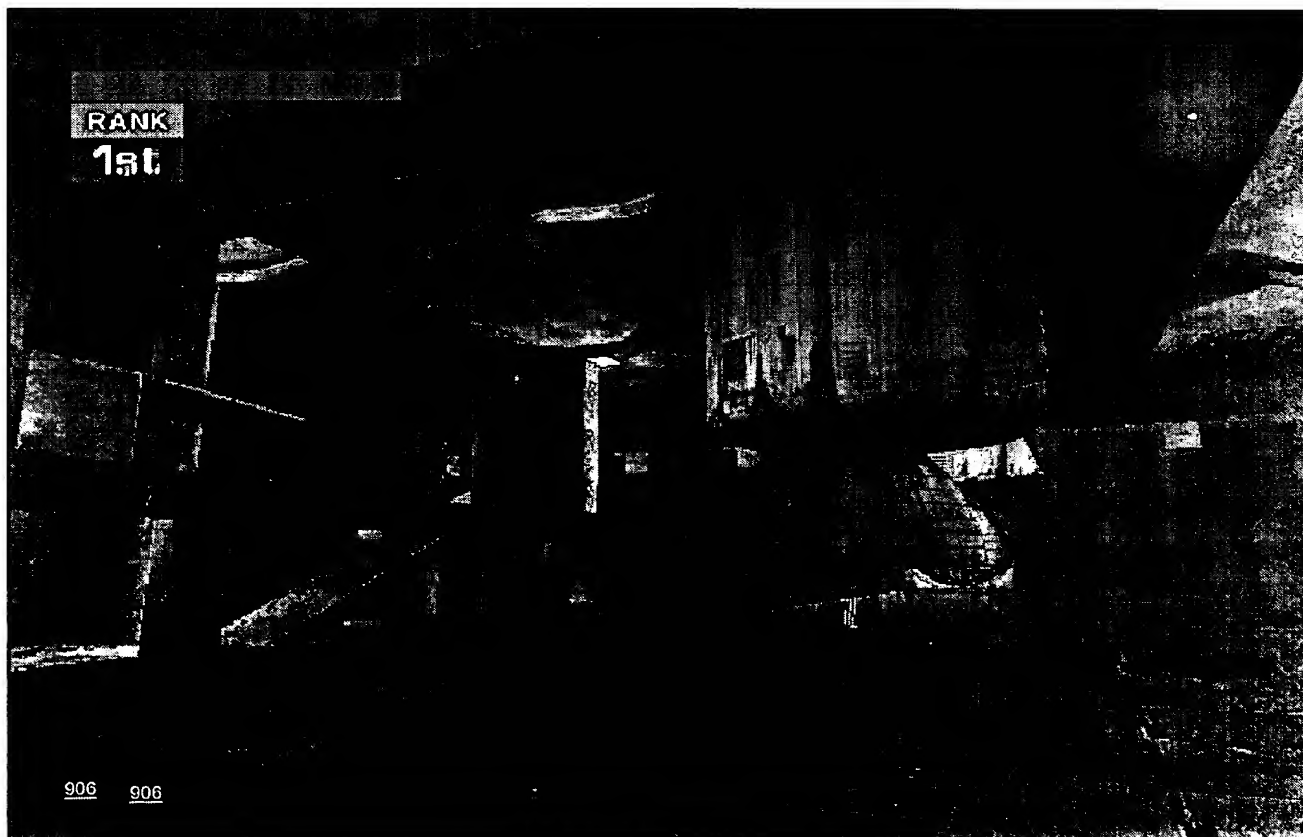
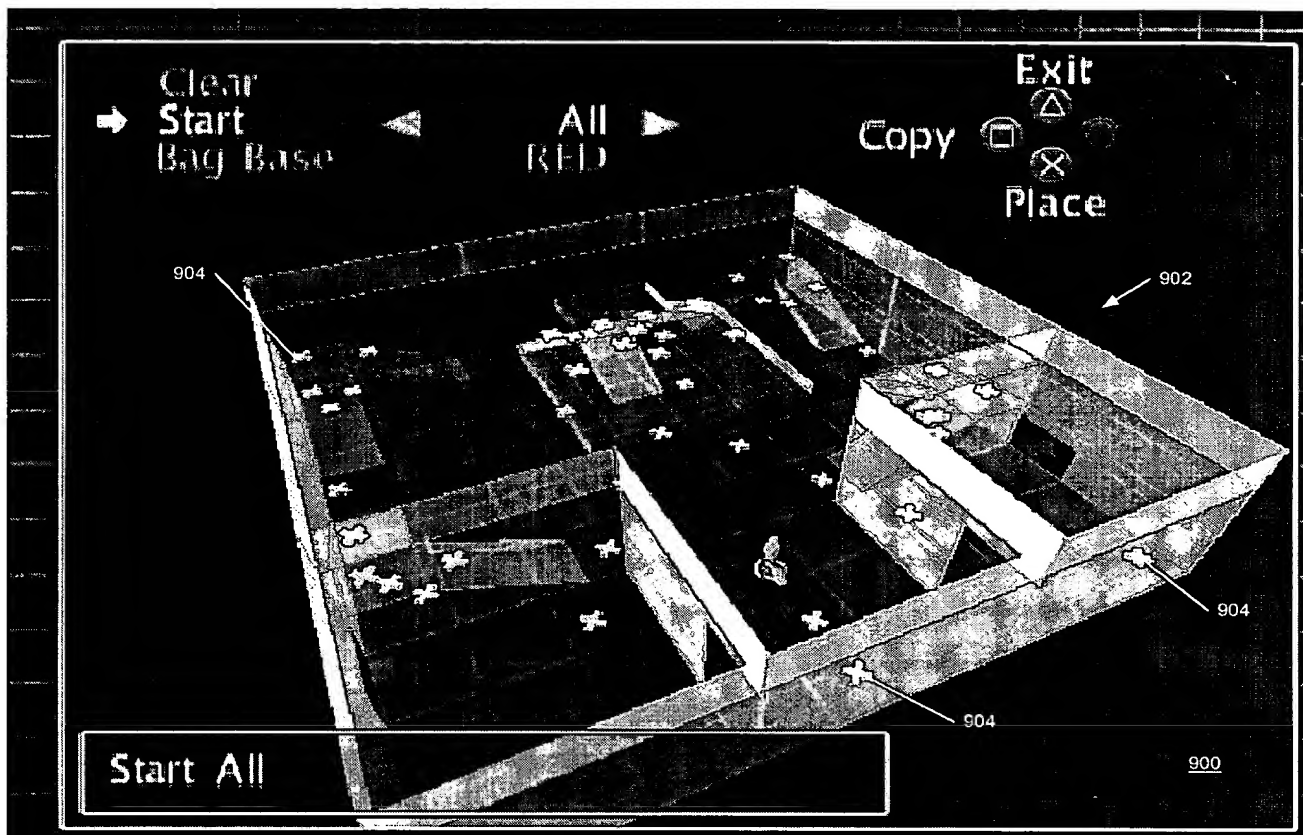


Figure 9a



09052126-050901

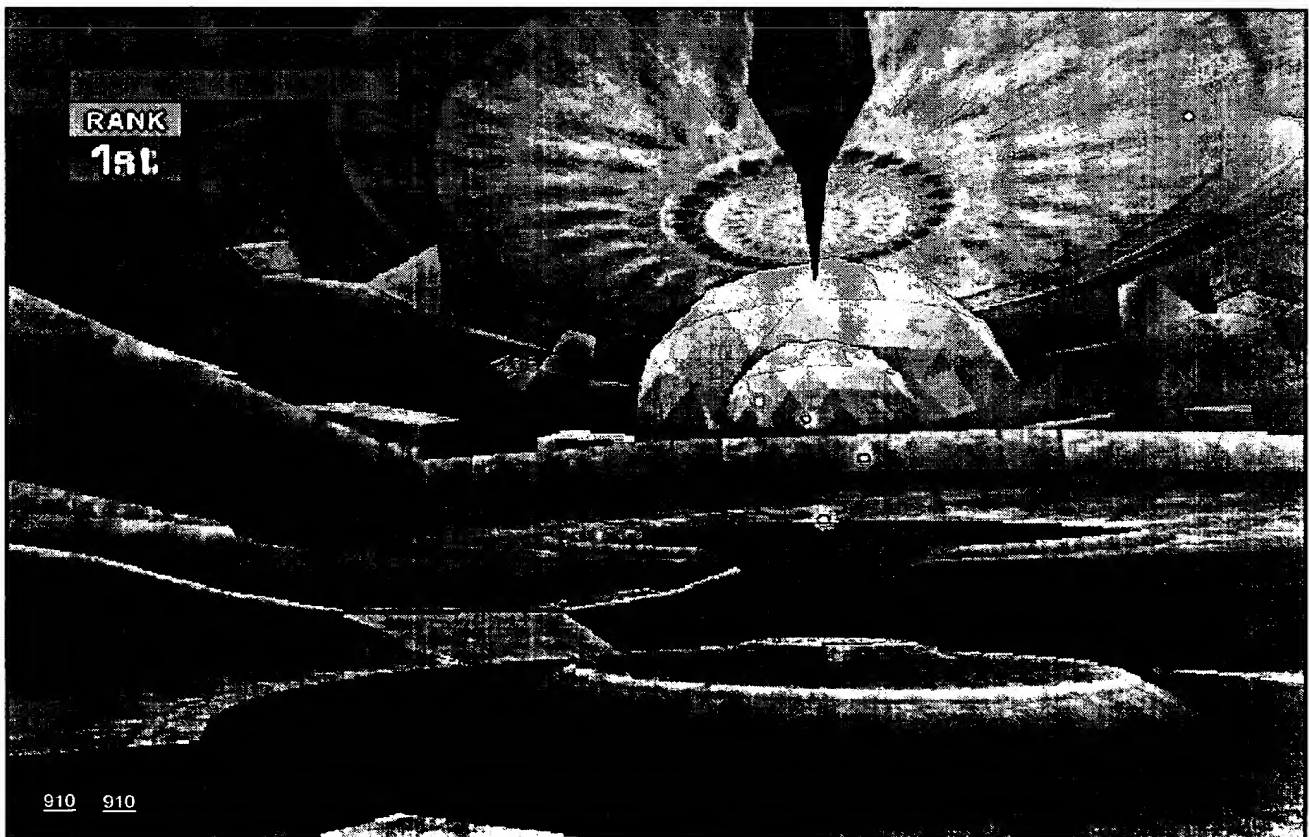
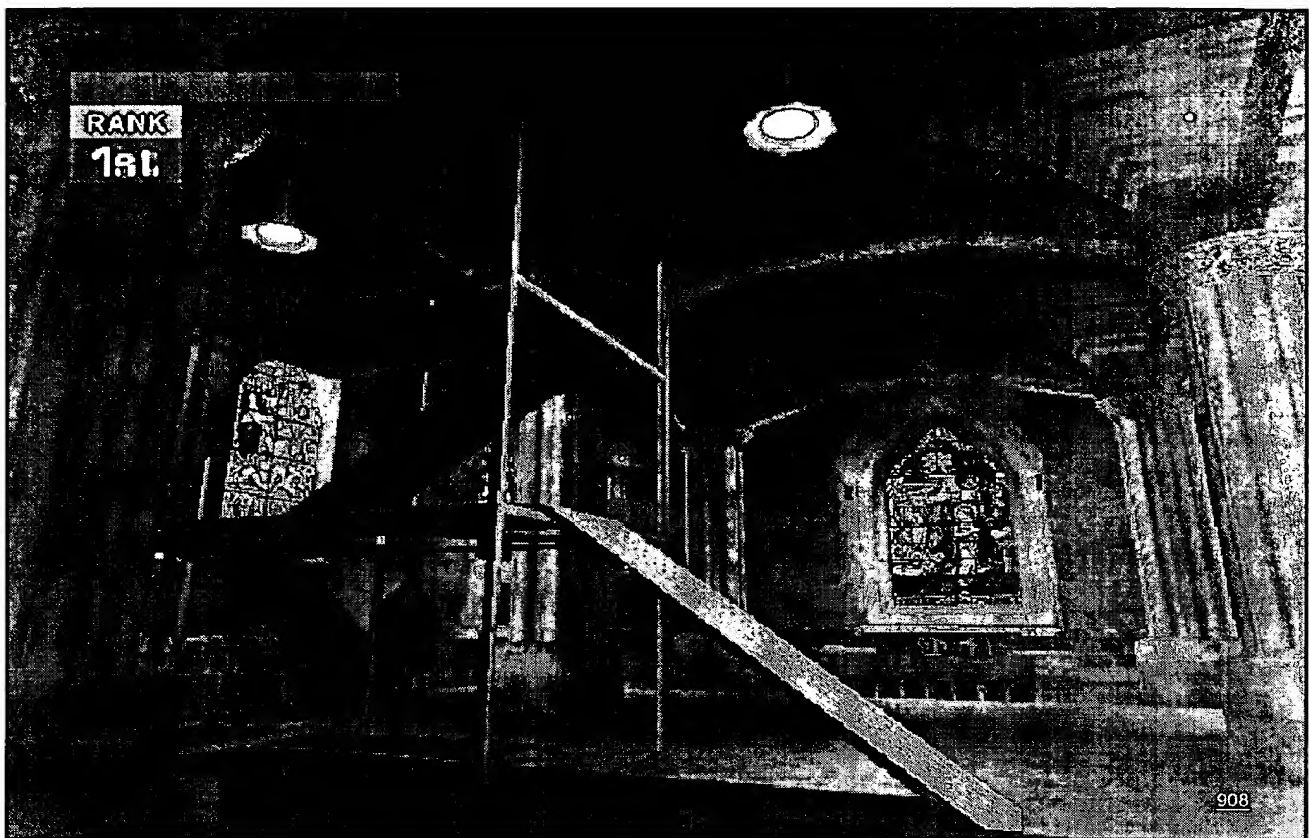


Figure 9b

0985136 050901  
T06050 " 92F25860

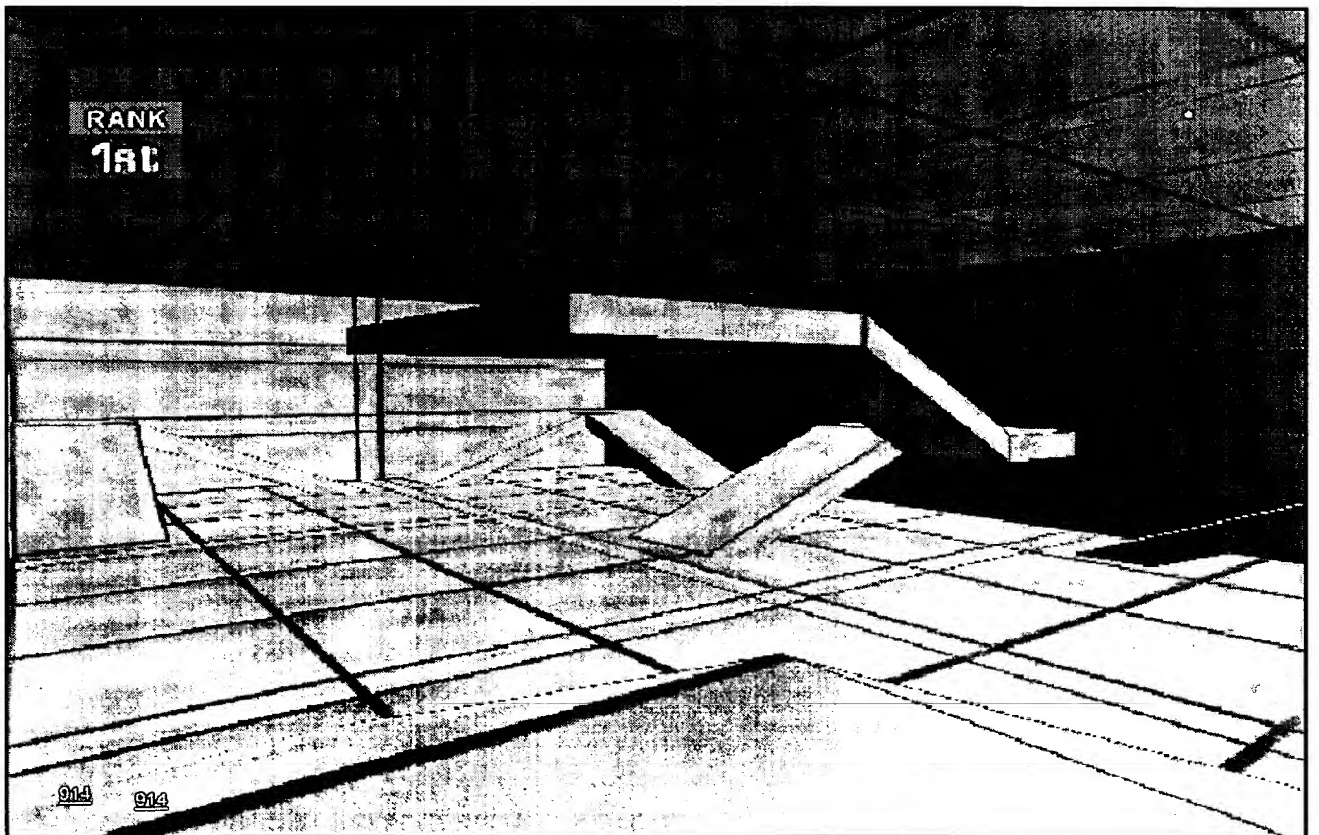
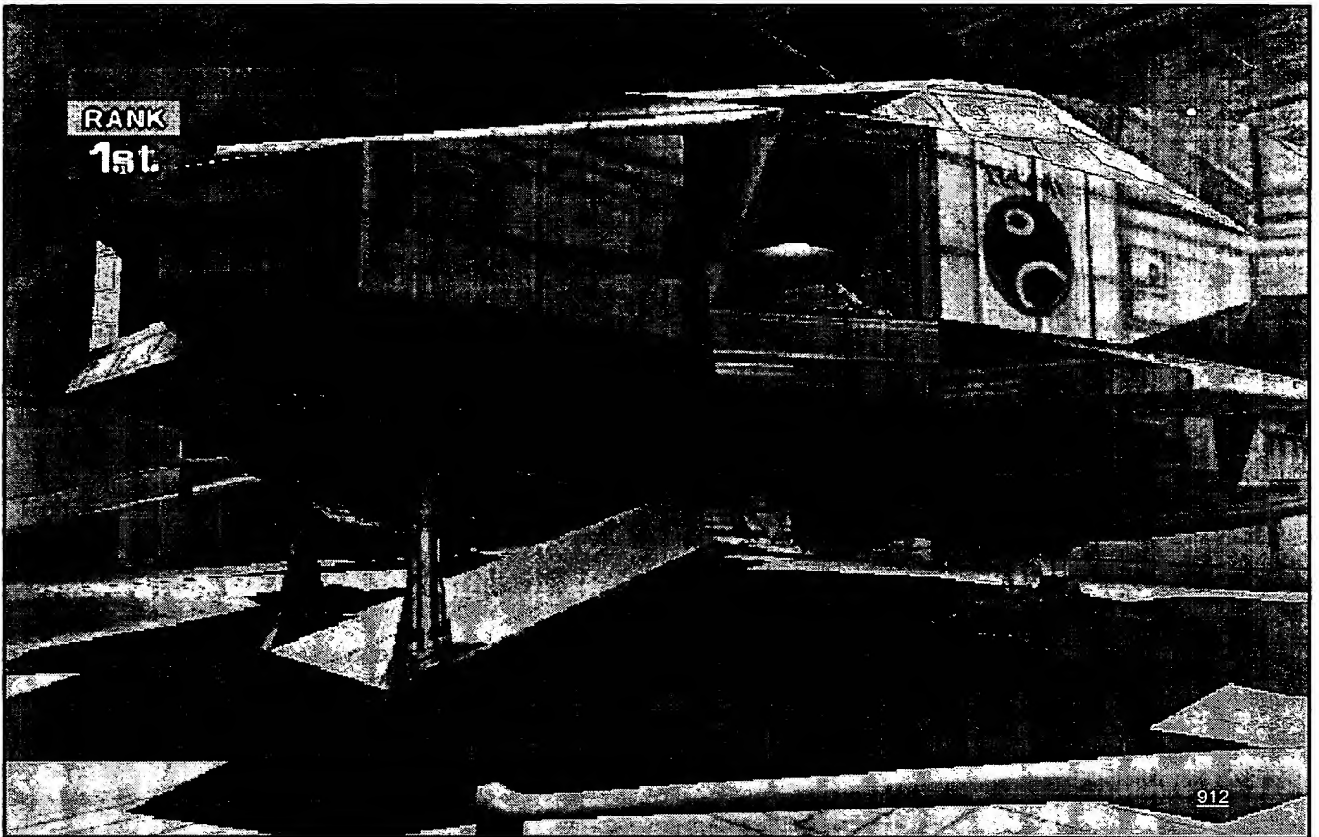


Figure 9c

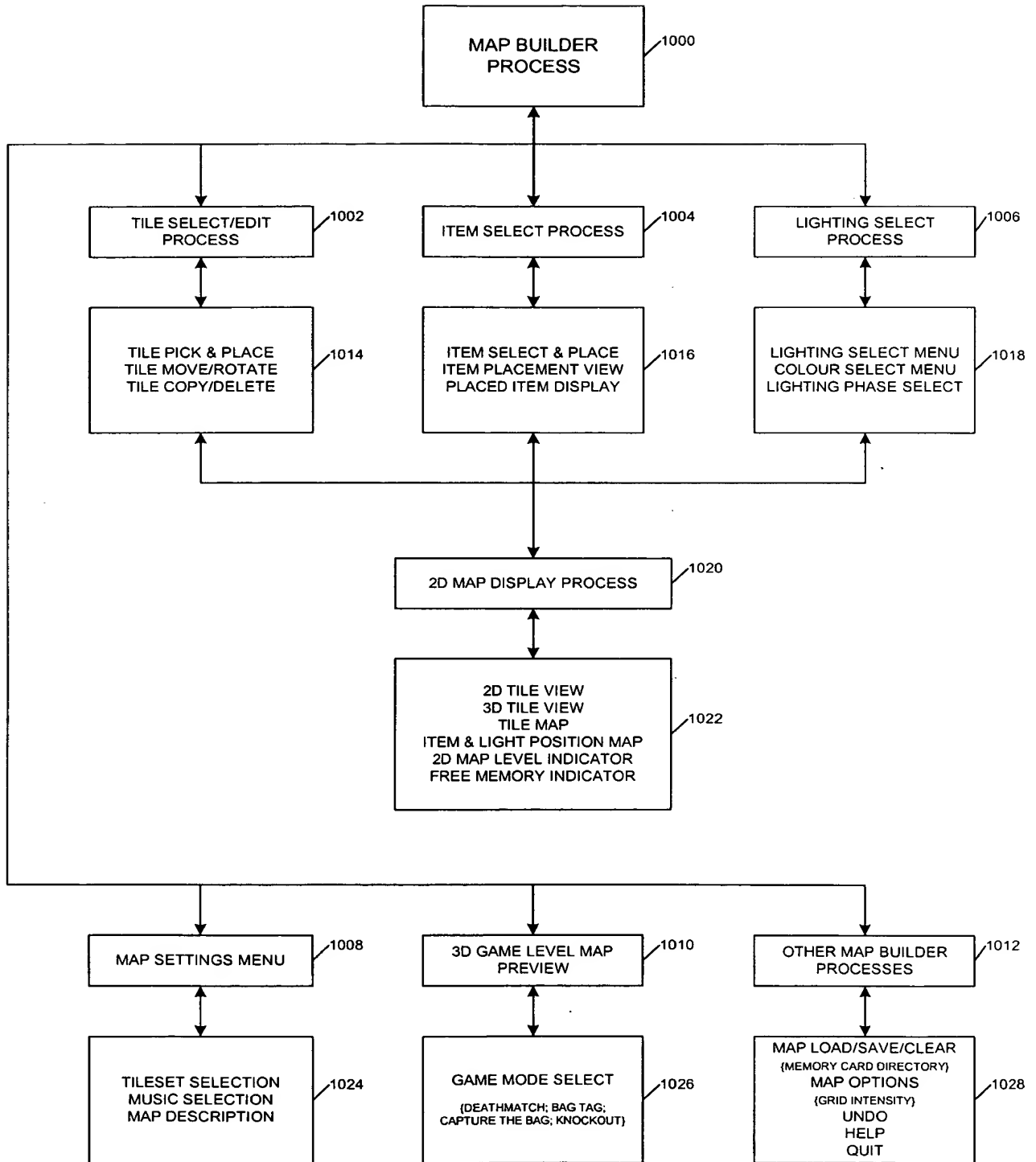


Figure 10

FIG. 11

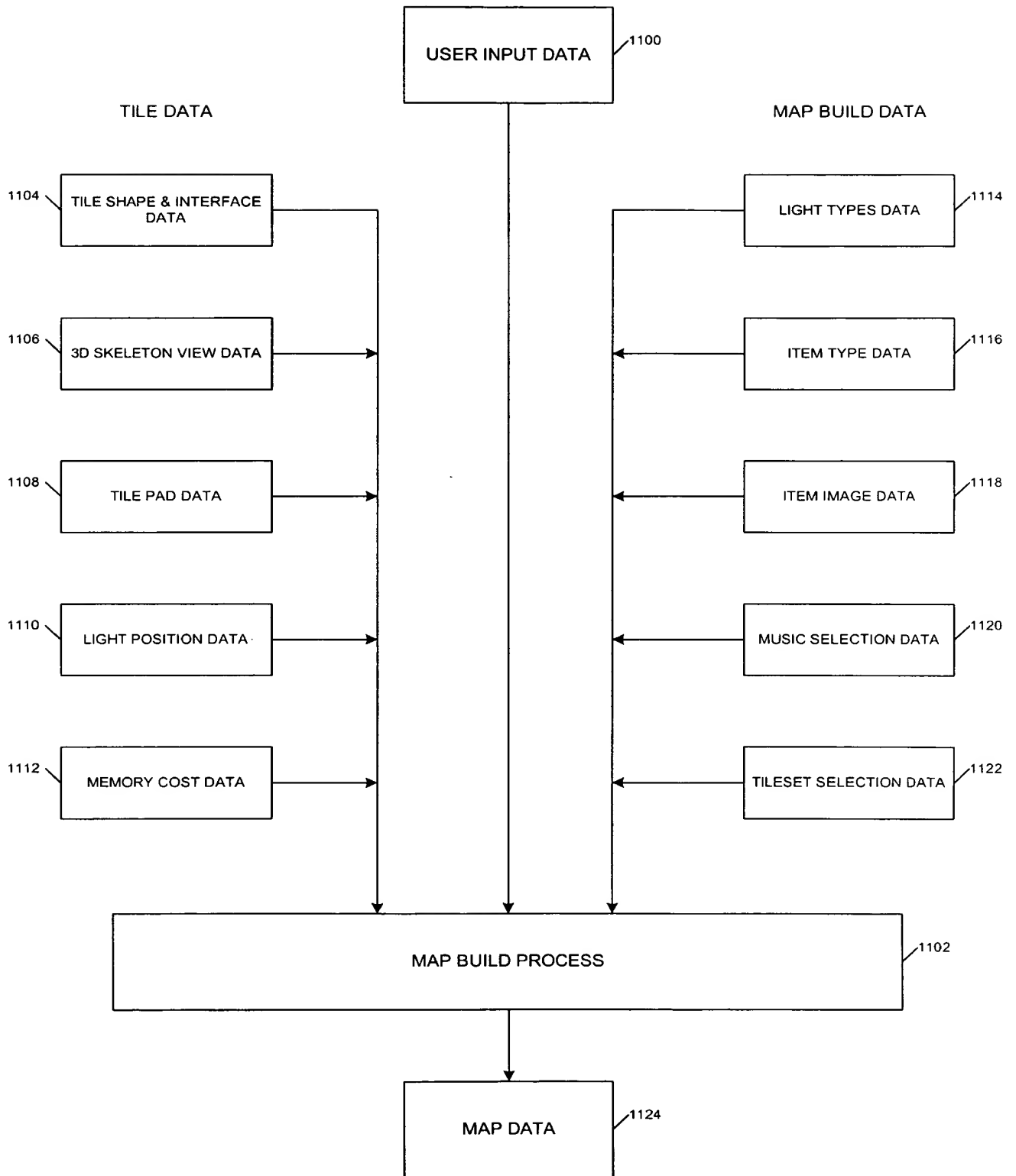


Figure 11

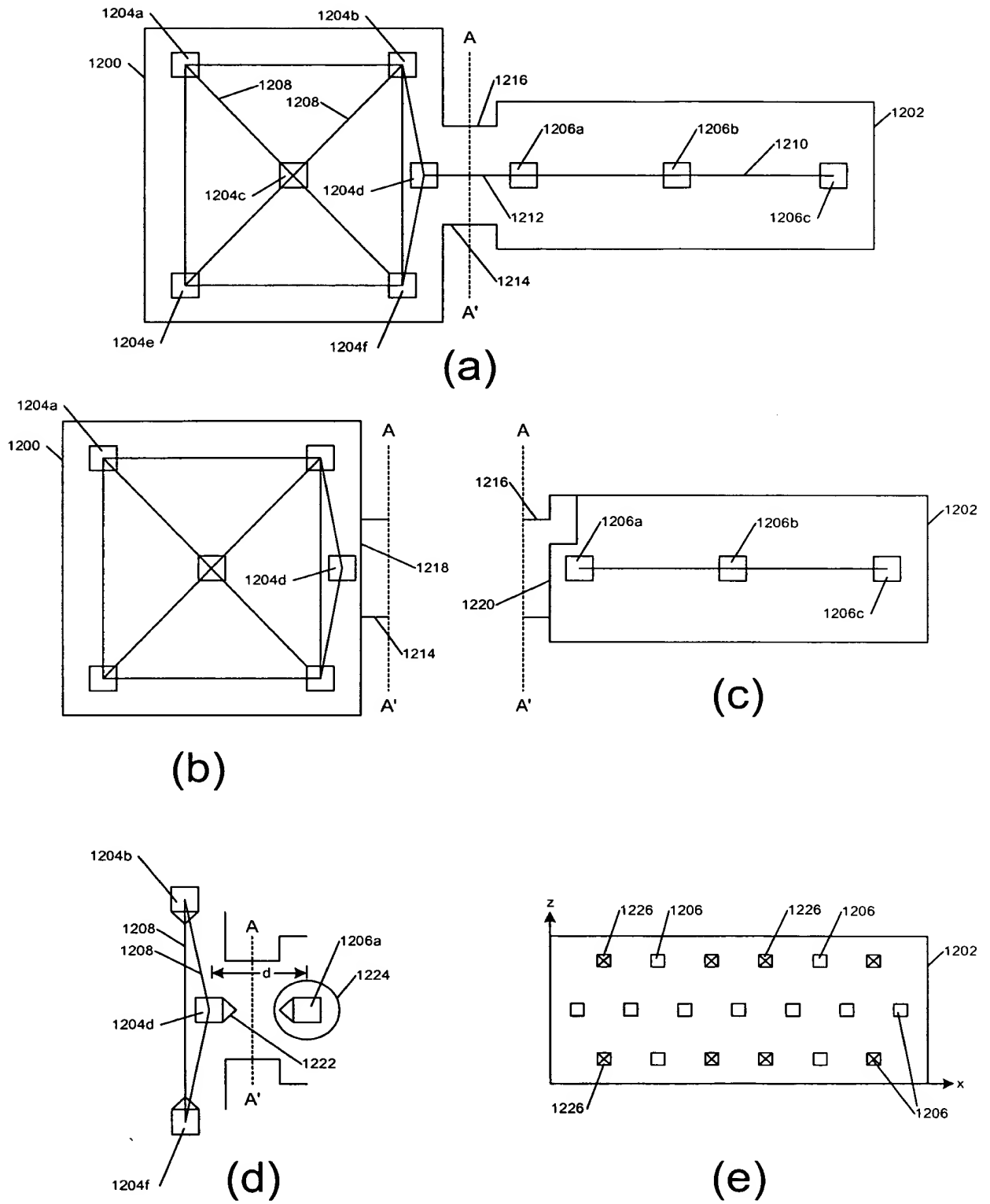


Figure 12

FIG. 13

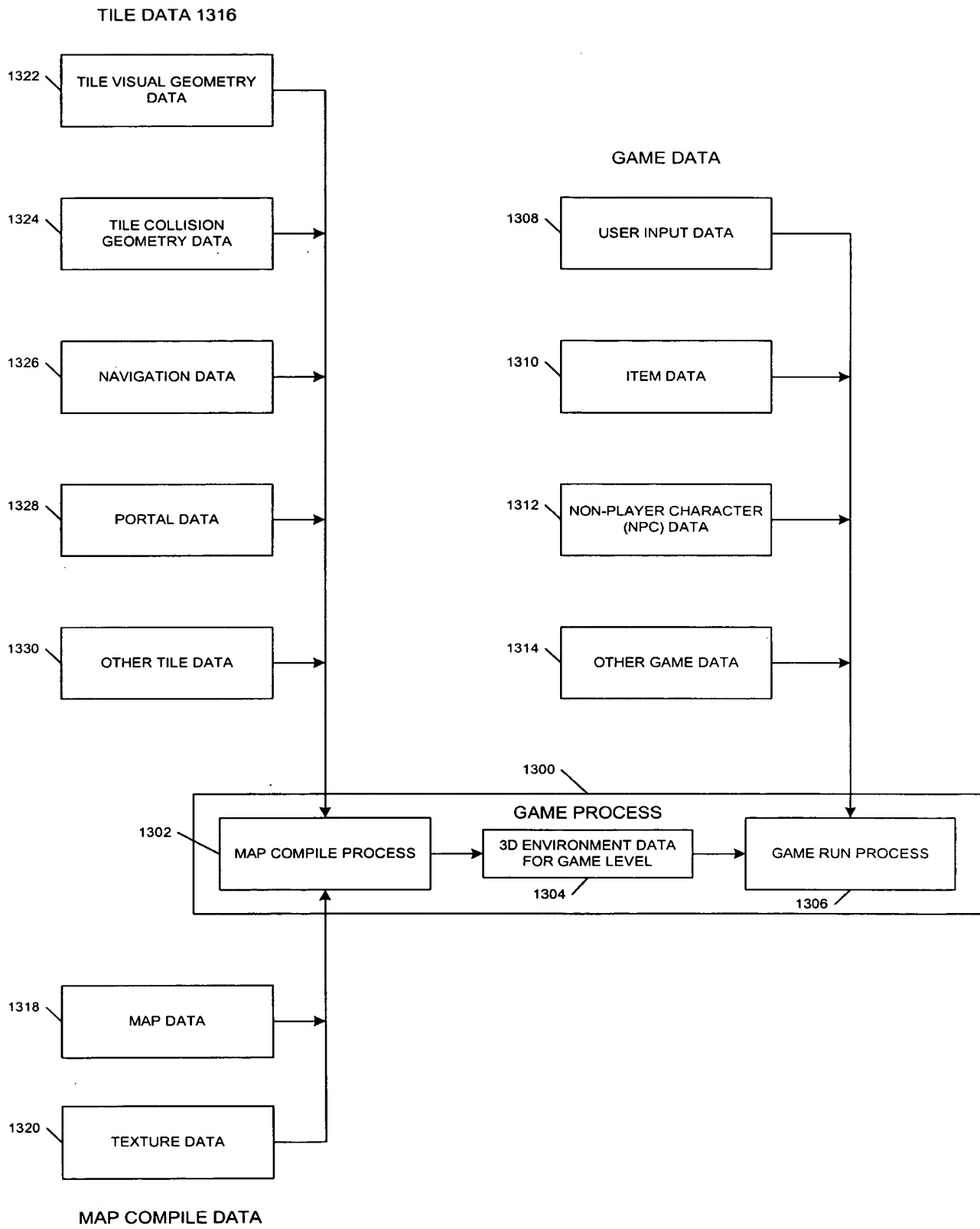


Figure 13

TOP SECRET 92F25860

double\_corridor (geometry - untextured)

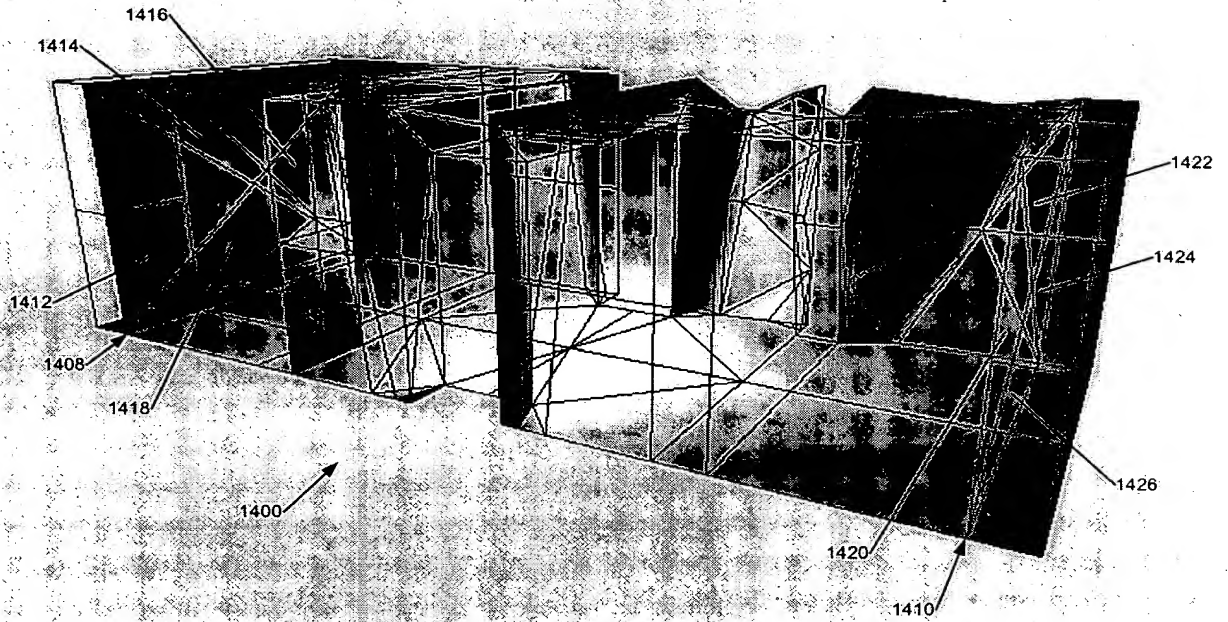


Figure 14a

double\_corridor (geometry - textured)

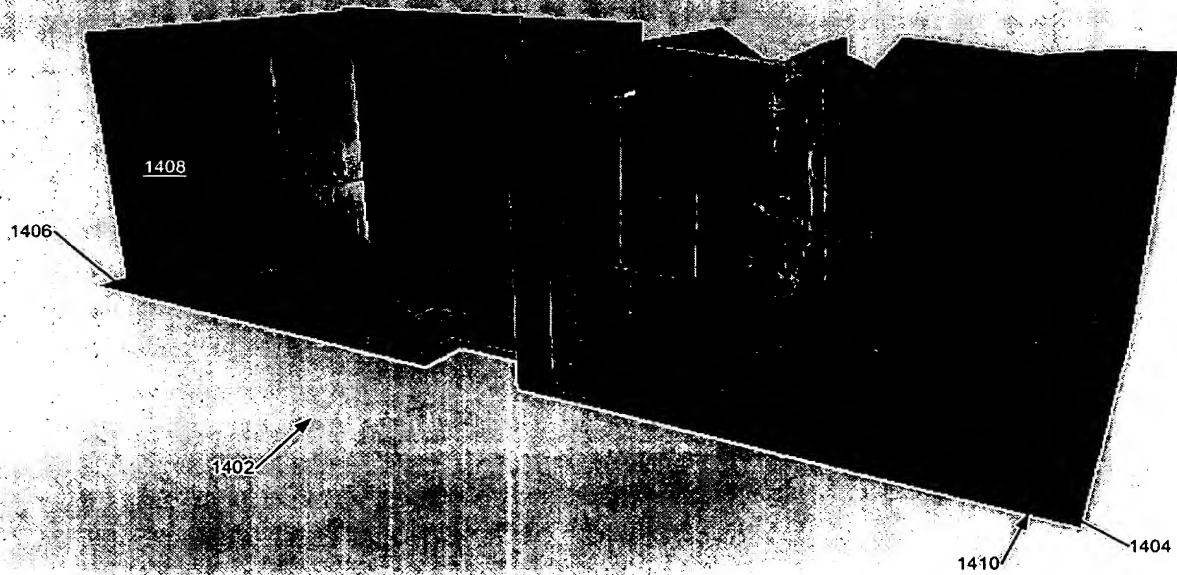


Figure 14b



double\_corridor (plug geometry B\_1 B\_2 and portals P\_1 P\_2)

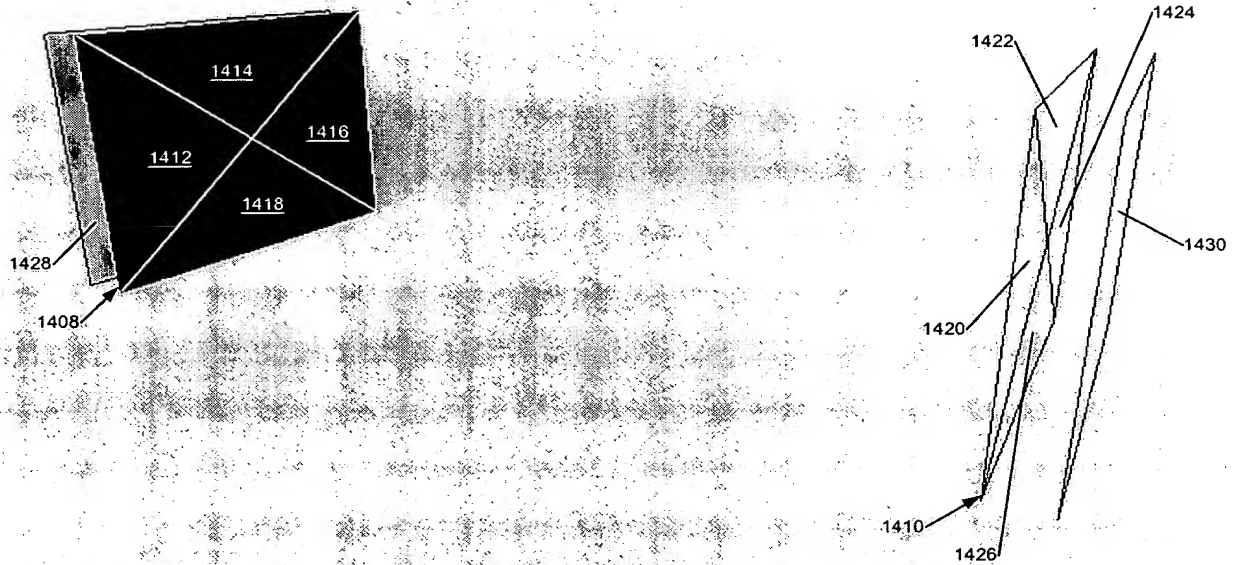


Figure 15a

double\_corridor (collision geometry + portal)

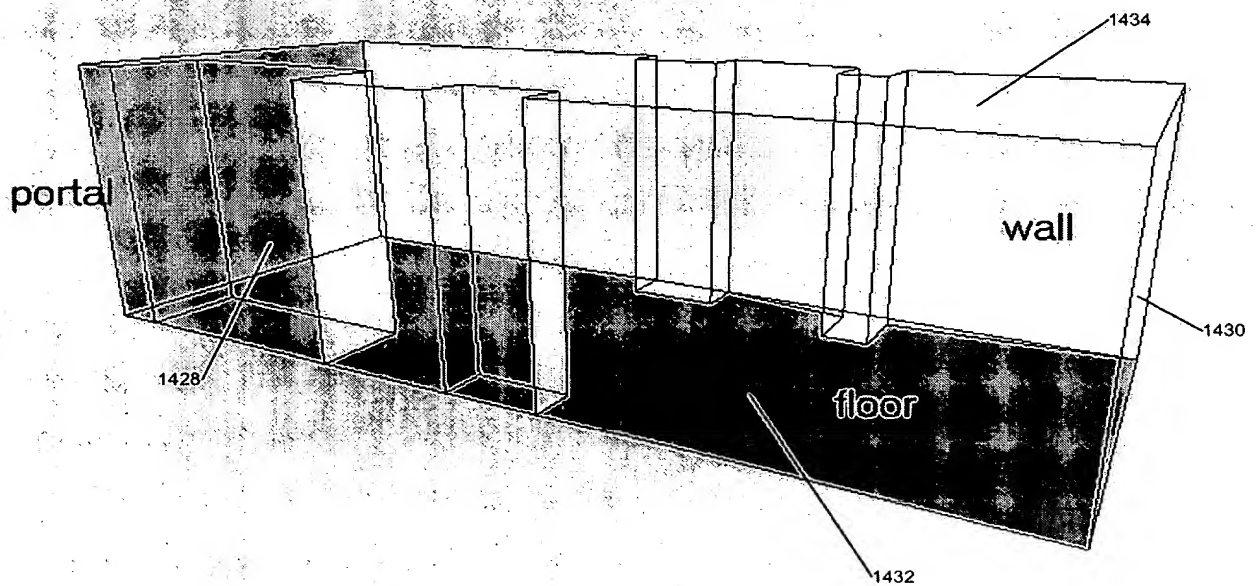


Figure 15b

FIG. 15a



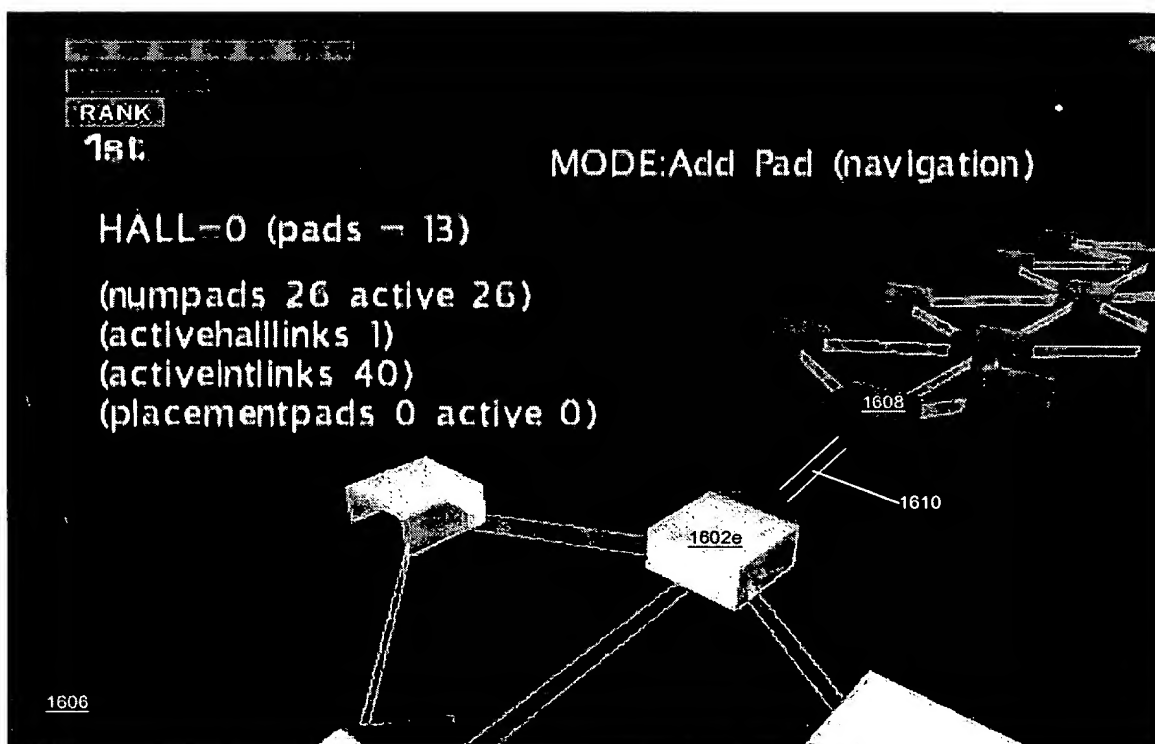
RANK  
1st

MODE: Rotate Pad

(numbpad 13 active 13)  
(activehalllinks 0)  
(activeintlinks 20)  
(placementpads 0 active 0)

e1007 1602d e1002 1602e e1004 1602f e1009 1602c e1006 1602b e1010 1602a 1604 1600

Figure 16b



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T06050 " 92F25860

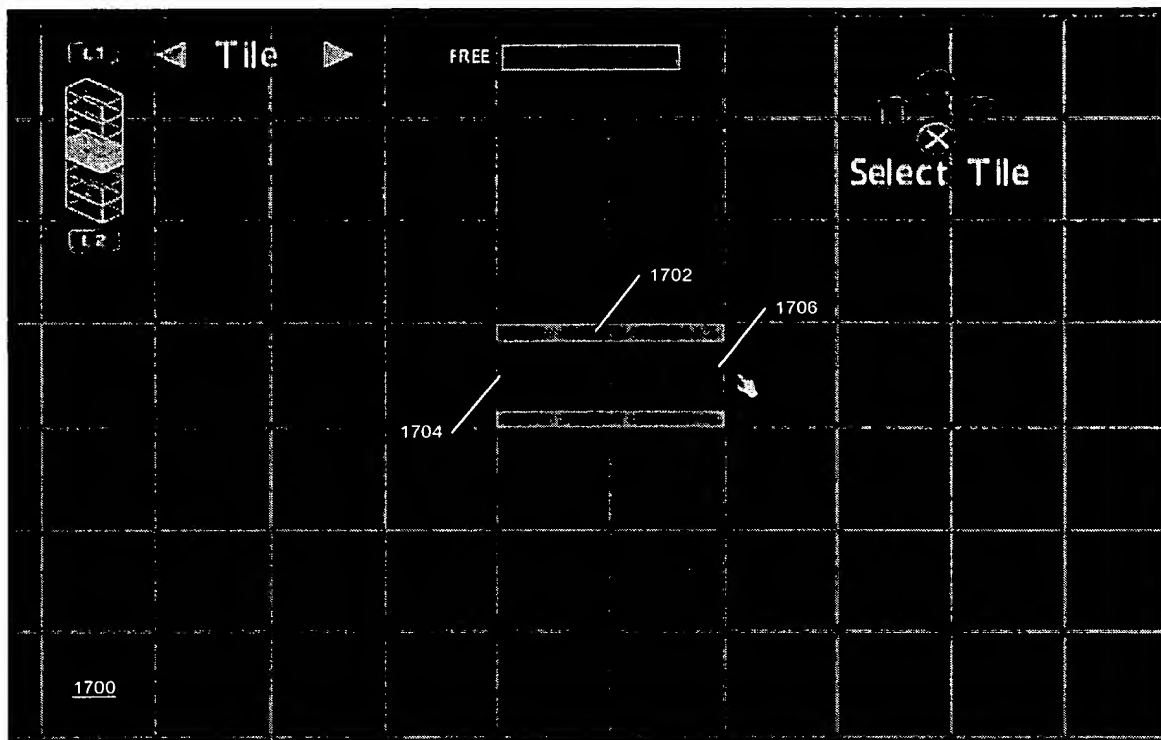


Figure 17a



Figure 17b

106050" 92125860

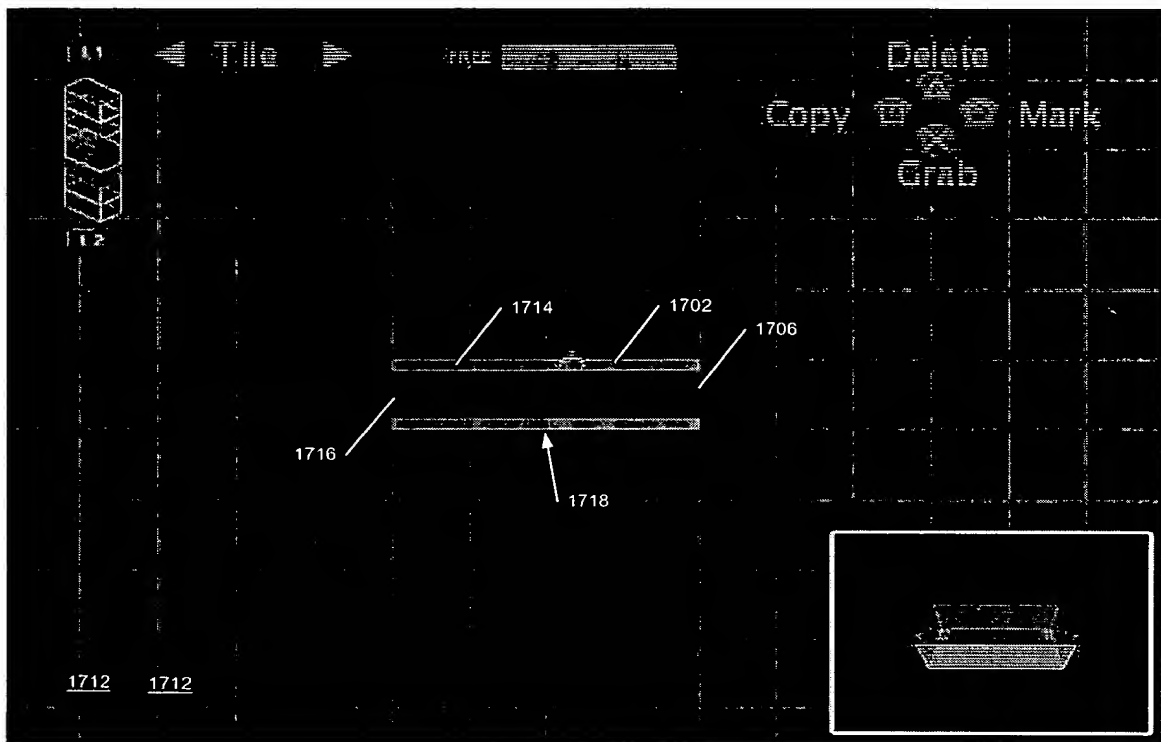


Figure 17c

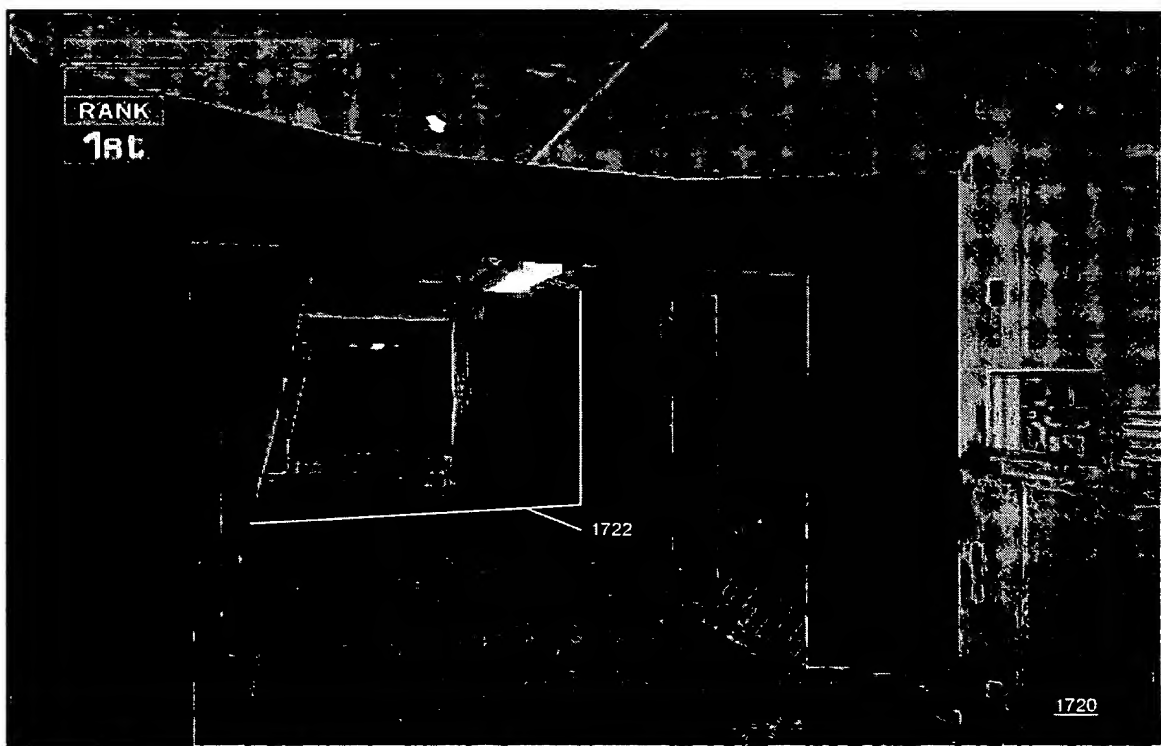


Figure 17d

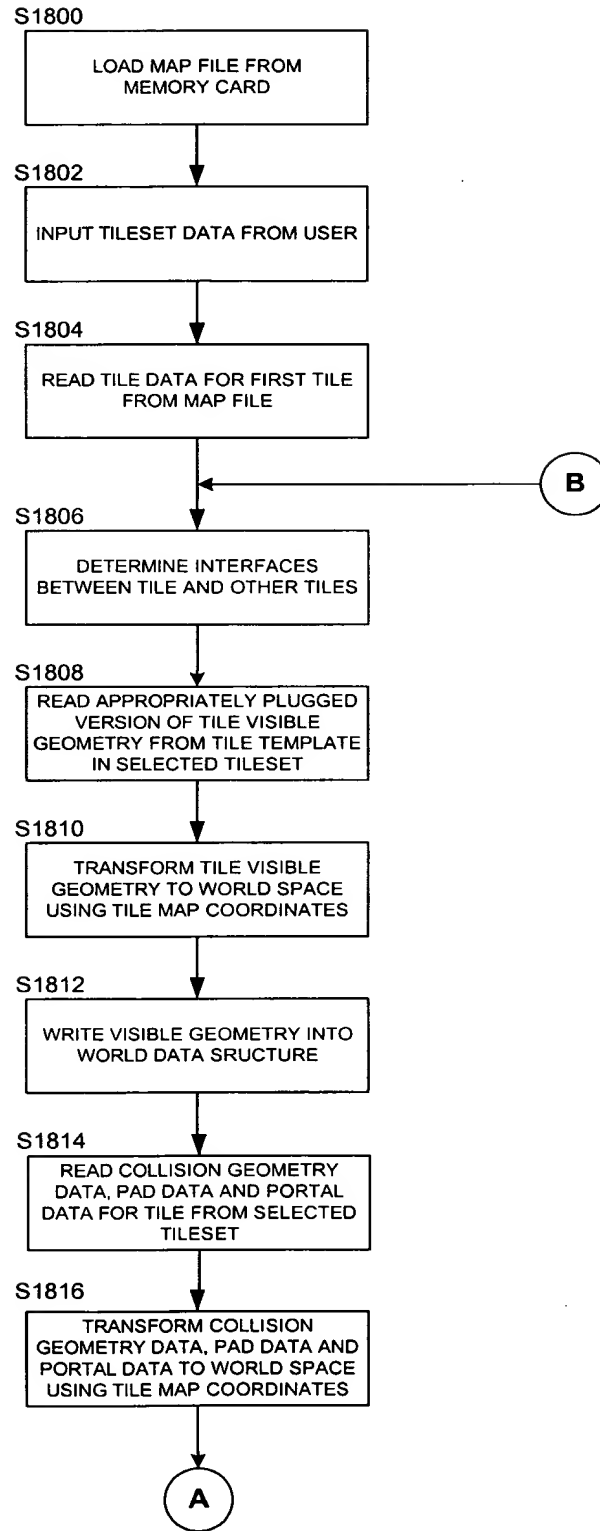


Figure 18a

09852126 050901

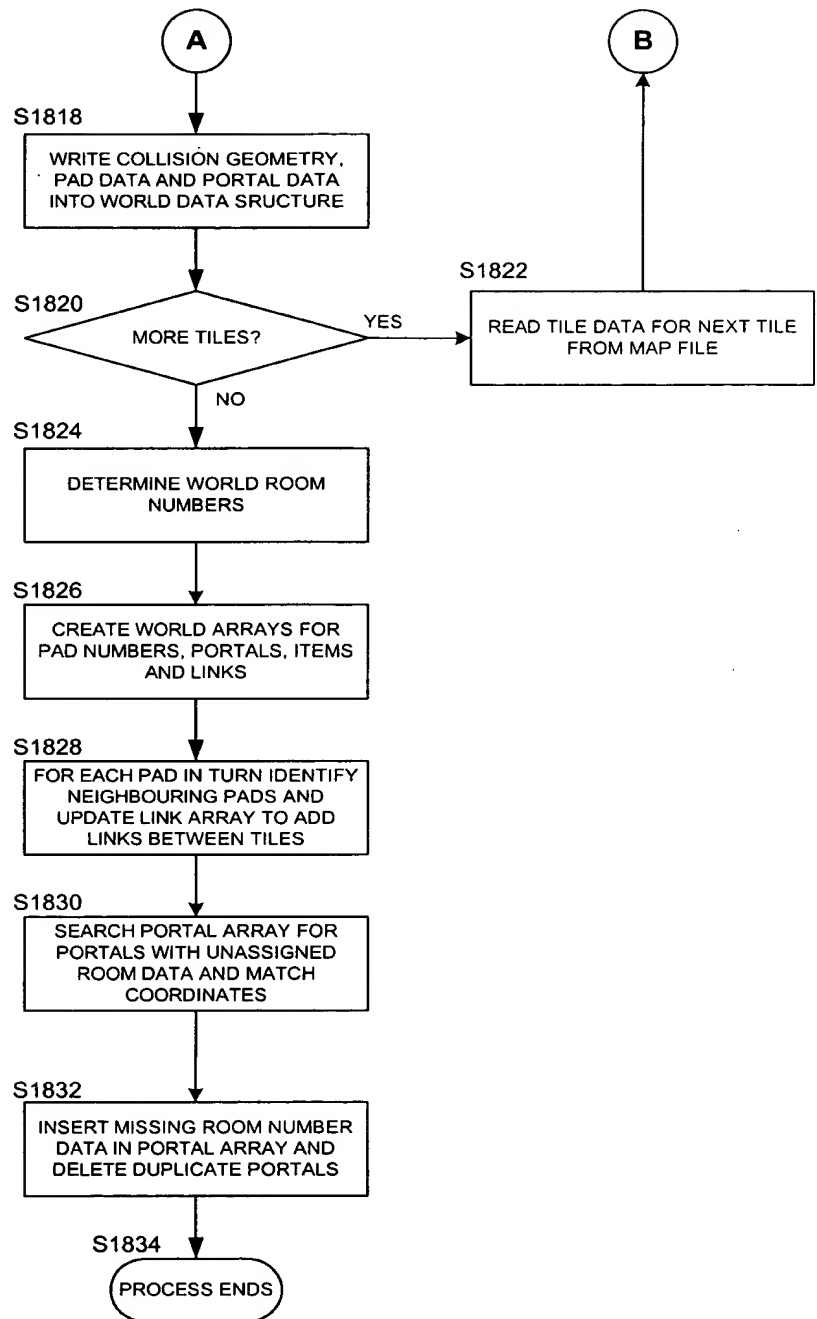


Figure 18b